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# GAME BOY

# POWER

FORMERLY KNOWN AS **GAME**  
THE GAME BOY COLOR MAG

**WORLD EXCLUSIVE!**

## POKÉMON TRADING CARD GAME

reviewed and rated!

### SOLUTION



## POKEMON YELLOW

now you can catch 'em all!

## THUNDERBIRDS ARE GO!

**EXCLUSIVE!**

international  
rescue raid the  
game boy color

## ZELDA!



three new zelda games revealed!

**WORLD EXCLUSIVE!**

## MICRO MACHINES V3



is this the best racer ever?

issue 5 • still only **£1.99** reviewed this issue

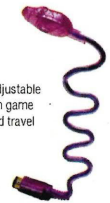
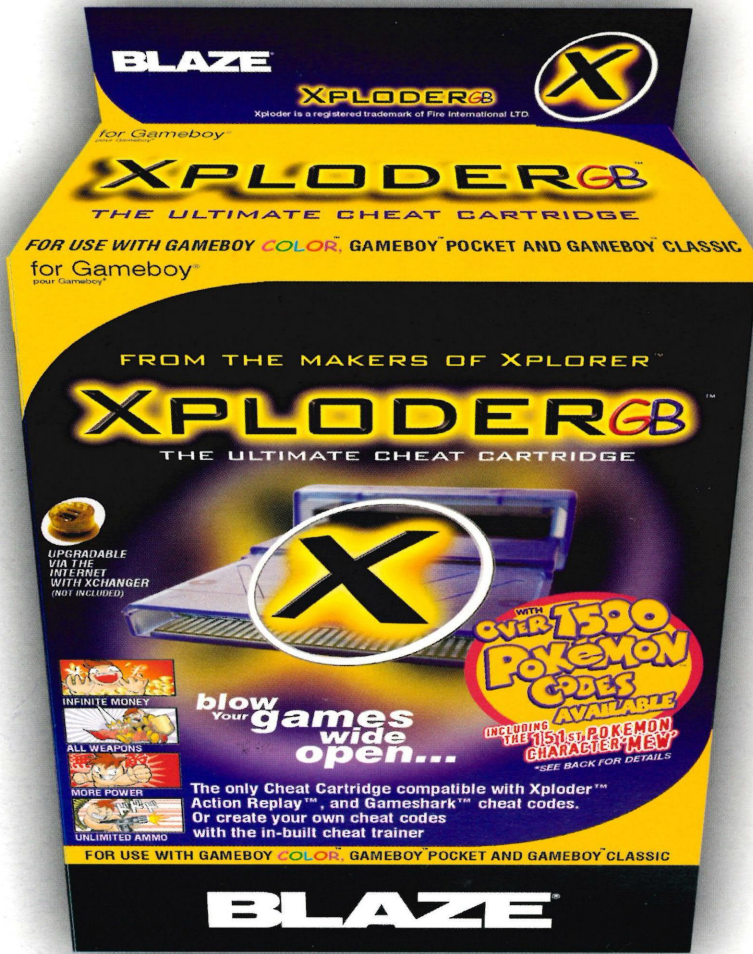
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**SPIDER-MAN, ISS 2000, POP N' POP  
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\*Official Chart Track Figures (July 2000) The UK's best selling cheat device for any system

# check it out

Whatz goin' on in the new-look

**GAME BOY**  
*power*

**highlightz**



**4 POKÉMON TRADING CARD GAME**

Is it as much fun as catching them all? Find out over on Page Four...

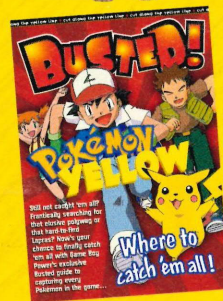
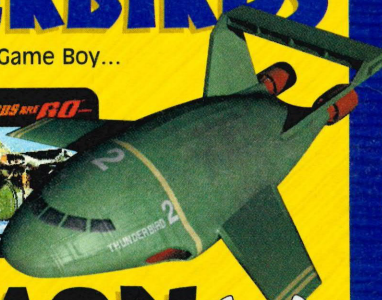
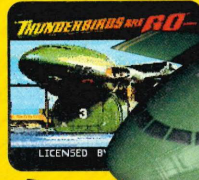
**ZELDA RETURNS**

We give you a sizzling feature on the next three Zelda games. And they're lookin' good...



**14 THUNDERBIRDS**

International Rescue comes to the Game Boy...



**POKÉMON YELLOW**

Not yet caught 'em all? We give you the low-down on where to find all 151 Pokémon...



**regularz**

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**gamez**

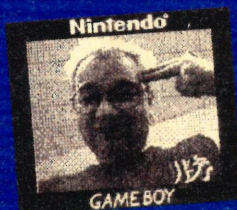
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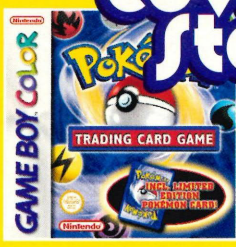
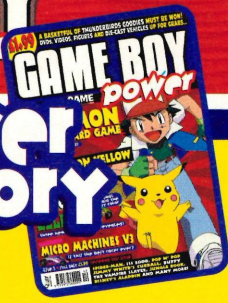
**editorial BIGGER, BOLDER, BETTER...**

Welcome to the new-look Game Boy Power, formerly known as GAME. Because of the hot happenings and fantastic forthcoming games in the wonderful world of the Game Boy Color, we've beefed the mag to the max with more pages, bolder reviews, chunkier cheats and an ace directory to tell you exactly what's worth buying and what's a great big steaming pile of smeg.

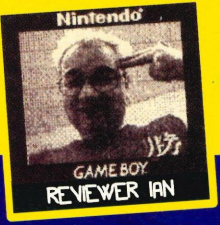
So what do you think of the new-look mag? What do you like about it, and what would you rather we changed? This is YOUR mag, and we always listen to our readers, so your input is valuable. Write to our Contacts section and let us know – remember, letters printed win a prize!

**Ian Osborne, Editor**



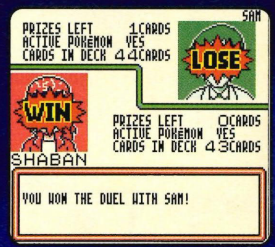
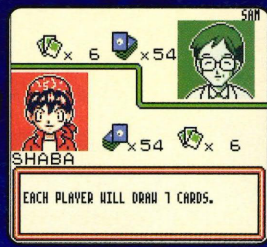
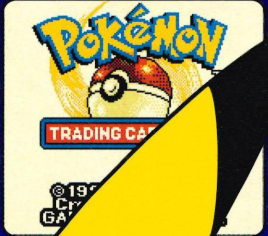


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# POKÉMON TR

Did Nintendo play its cards right with this offering, or is it a cash-in deal from the bottom of the pack? It's time to show its cards...



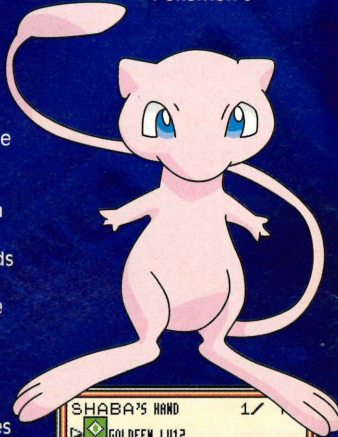
**W**hat a phenomenon. It's difficult to imagine a crazier craze than the Pokémon Trading Cards. People the world over, young and old, are collecting and swapping like mad, determined to find that elusive card and complete their collections. An American Senator tried to ban it, claiming that as the cards weren't printed in equal numbers, it was an illegal lottery (he lost). Headteachers have banned it from school playgrounds to prevent over-enthusiastic collectors fighting over sought-after cards. Meetings have been organised where collectors

can trade and buy cards, and entire shops dedicated to the miniature monsters have opened up. Where will it all end? As the two main homes for Pokémon have been the Game Boy and the trading cards, it was pretty inevitable that eventually the two would come together in a Game Boy trading card game. And here it is. But is it a cause for celebration, or just another Pokémon product to buy? A natural extension of the card outing, or a cheap cash-in that adds nothing to the Pokémon legend?

### gotta deal 'em All...

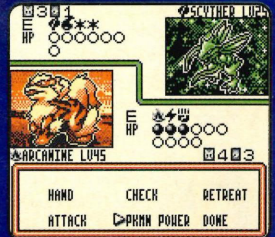
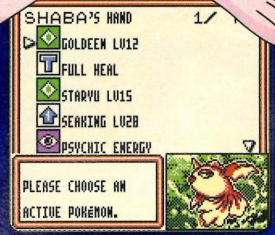
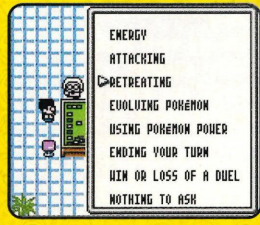
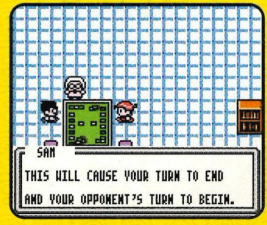
The framework of the game is based on the Red/Blue/Yellow Pokémon titles. You aim to become a Pokémon Card Master by winning the legendary cards from eight Card-Club Masters. After entering the clubs, you take on a series of opponents before you get a crack at their leader, earning a badge if you finally succeed. No surprises

there, then. The combat owes its roots to the cards rather than the games. You choose a Pokémon to fight with, placing other Pokémon cards on the bench as substitutes. To strike, you must assign energy to your fighters, with other cards offering the chance to restore hit points or even evolve your basic Pokémon into a stronger, evolved form. The combat is quite tactical and strategic – you really do have to understand your Pokémon's



## Play it Again, Sam...

At the start there's a comprehensive tutorial for those not familiar with Pokémon trading cards. Here you're told how to fight, store energy, evolve Pokémon and retreat if things get rough.



# ADING CARD GAME

## On the Cards...

Pokémon Trading Card Game features cards based on the Base Set booster packs and the Jungle and Fossil expansions. There are also over 20 new cards exclusive to the Game Boy Color game. You can also print out cards using the Game Boy Printer.

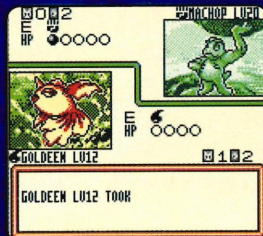
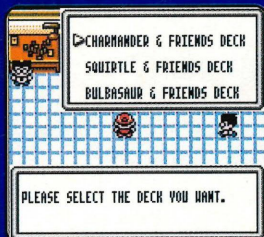


abilities and which energy cards it requires to use its attacks. Read your cards' texts carefully and pay full attention - we're not talking rocket science here, but it's a lot more complex than a quick game of Snap.

### dealing on a full deck

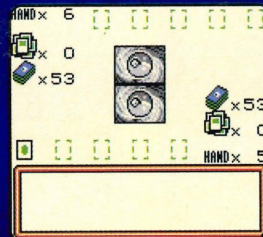
Let's get something straight right now - Pokémon Trading Card Game is fun. Lots of fun. Now let's get something else straight. It's not as good as the Red/Blue/Yellow offerings. Why? Well, collecting the game's 226 Pokémon cards and putting them in the album is somehow less thrilling than capturing, rearing and fighting 151

monsters, building your Pokédex as you go. Perhaps it's because knowing the battling creatures only represent playing cards somehow breaks the spell. Also, while it's one smeg of a challenge to gather all 226 cards, sometimes the action feels a little repetitive after a while. The card graphics are pretty basic too - can you imagine Pokémon cards catching on if they really looked like this?



Criticisms aside, Pokémon Trading Card Game is a long way from poor - in fact it's really pretty good. Think of it as a one-player version of the card game with a storyline and you're not far wrong. And if that's what you want from the game, you won't go far wrong either.

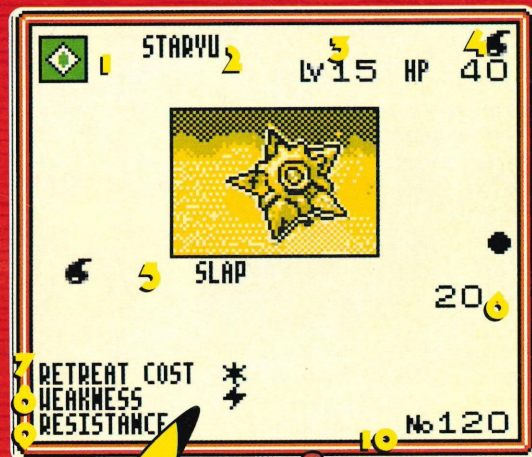
ian osborne



## Wotz Where...

The Pokémon cards are, as expected, stats-packed. Here's a guide to what they show...

- 1 This symbol shows this is a basic Pokémon.
- 2 The name of the monster in question.
- 3 Current level and hit point rating.
- 4 The Pokémon's energy type (in this case, Water).
- 5 The Pokémon's attack and the energy card it needs to perform it.
- 6 Damage inflicted by the Slap attack.
- 7 Energy card needed to retreat ('\*' means any card).
- 8 Energy attacks the Pokémon is weak against (here Lightning).
- 9 Energy attacks the Pokémon is especially strong against (here none).
- 10 The card's number.



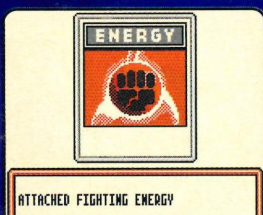
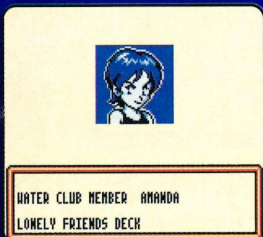
## Game Glossary

Getting confused? During battles you can access the Glossary, where you can check out the lingo used in Pokémon Card Game. All the terminology and expressions are explained.

POKÉMON CARD GLOSSARY 1/2	
DECK	ACTIVE POKÉMON
DISCARD PILE	BENCH POKÉMON
HAND	PRIZES
ARENA	DAMAGE COUNTER
BENCH	TO NEXT PAGE

CHOOSE A WORD AND PRESS THE A BUTTON.

POKÉMON CARD GLOSSARY ABOUT PRIZES	
PRIZES ARE THE CARDS PLACED TO COUNT THE NUMBER OF THE OPPONENT'S POKÉMON YOU BROCKED OUT. EVERY TIME ONE OF YOUR OPPONENT'S POKÉMON IS BROCKED OUT, YOU TAKE 1 OF YOUR PRIZES INTO YOUR HAND. WHEN YOU TAKE ALL OF YOUR PRIZES, YOU WIN THE GAME.	



power **scorez**

### uppers

Collecting  
Fighting  
Exploring

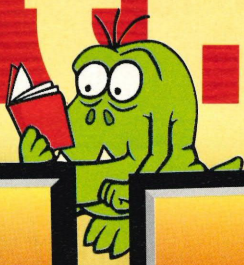
### downers

Poor card graphics  
Can get repetitive

### SUMMARY

Not a bad game at all, but don't expect another Pokémon masterpiece.

**82%**



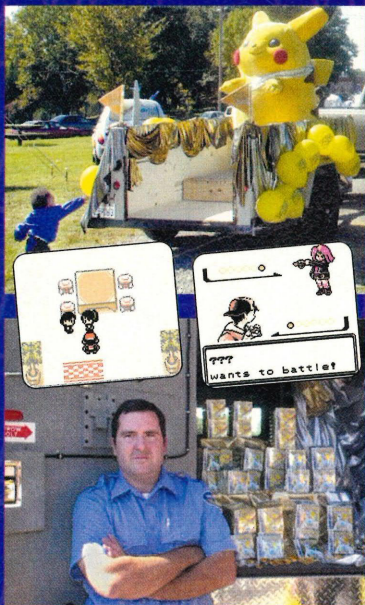
# BLITZ!

Christmas is coming, and can't you just tell? There's a veritable avalanche of GBC games on the way, and the Advance to look forward to next year. Let's check out what's in store...

## MORE GOLD AND SILVER AT FORT KNOX

Nintendo launched Pokémons Gold and Silver at the Fort Knox military base in Kentucky, USA, on 15th October. As the base is home of the US gold reserves (or to put it another way, the American Government store all their dosh in it), security was tight. Pikachu arrived under a military escort and unveiled the carts, which the kids from the local area then got to play. This was followed by a part, featuring face painting, an adventure trail and more.

While we're pleased the American kids had a great time, we can't help asking why we Brits have to wait until next March for our copies of Gold and Silver. The translation into English has already been done, and the UK carts will be identical in every way to the American ones, so why the delay, Nintendo?

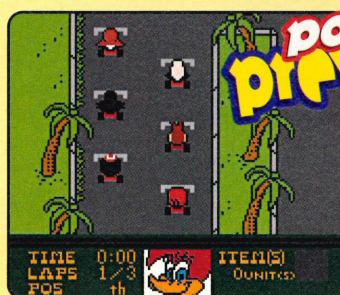


## WOODY'S WHEELY WILD WACING!

### WOODY EXTREME RACING...

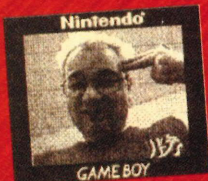
Due from Konami early next year is *Woody Extreme Racing*. A top-down racer with its tongue firmly in its cheek, the game's kinda like a cross between *TOCA* and *Mario Kart*. Which to our ears is great news. All Woody's friends are there, including Chilly Willy and Wally Walrus, and you've 12 wacky courses to race on. Expect power-

ups a-plenty too. *TOCA* showed us how good a racer can be without using the into-the-screen perspective (let's face it, these behind-the-car efforts can be very samey), and this issue's stunning *Micro Machines V3* proves it can be done without being too serious. Woody's cartoony kart-style capers could well prove a top game.



## THE GUILTY PARTIES...

Ever wondered what the team do for relaxation when we're not pounding away on our Game Boys? Here's what we've been up to this month...



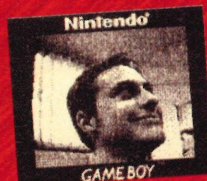
ian osborne

Ian's been so busy with the new-look magazine he's hardly been out at all this month. "I've been working flat out", he complained. "I don't know how I managed it." Or maybe that's just his excuse for not having a life...



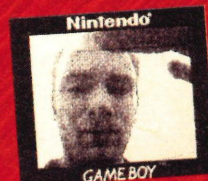
saul trewern

Saul's the team's party animal. Whether it's a booze-up round his mates or a jelly-and-ice-cream bash at the church hall, if he ain't there, the party ain't worth going to. Or so he says. "I live on the edge", he gushed. Someone push him over it...



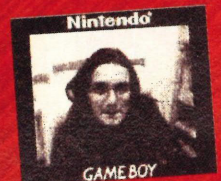
russell barnes

The call of love is strong for little Russell. He's just been up to Yorkshire with his new girlfriend. Ahhhh! "I love her", he swooned. Soon he'll hear the pitter-patter of tiny little feet. And that's just his own...



greg howson

Gung-ho new guy Greg takes no nonsense from anyone. "Where I've been is none of your damned business", he screamed. "And don't speculate either." Sounds like another geezer who hasn't got a life...



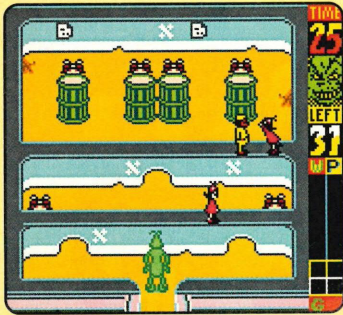
karen wyatt

Karen joins us as a guest reviewer this ish. "These pictures of me could launch my career as a model", she gushed wishfully. She's wisely kept her day job, though. And no, she doesn't wear a wig.

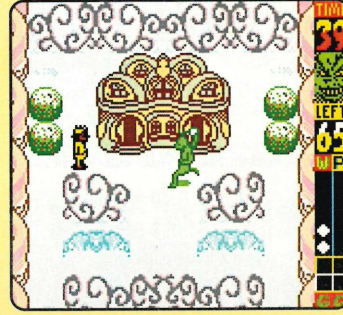
## CARREY ON GRINCHING!

THE GRINCH...

**POWER PREVIEW**



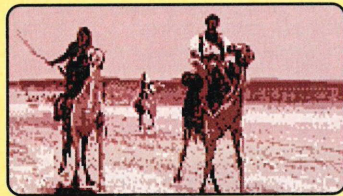
Coming our way early next year, courtesy of Konami, is *The Grinch*. The game's based on the live-action movie starring Jim 'Rubber Face' Carrey which opened last month in the States, and the film is in turn based on the Dr Seuss story *How the Grinch Stole Christmas*. The game's developed by Universal Interactive Studios, so expect it to be very slick. You play The Grinch himself, and must explore Whoville in a puzzle-solving action adventure, assisted by your trusty canine Max.



## PYRAMID POWER!

THE MUMMY...

**POWER PREVIEW**



Judging by the screenshots, Konami's *The Mummy* will win no prizes for originality, offering single-minded platform blasting action all the way. Again developed by Universal Interactive Studios and based on a forthcoming box-office blockbuster, *The Mummy* features 15 frightening levels set in the lost city of Hamunaptra. There's some puzzles to solve, but the heart of the action's mindless monster-mashing, and probably none-the-worse for it. Also going on the screenshots, the game seems to have a seriously impressive intro sequence. Also, the visuals during the game look top. Even if *The Mummy* proves pretty unoriginal, it could still prove a hit when released early next year.



RUGRATS IN PARIS...

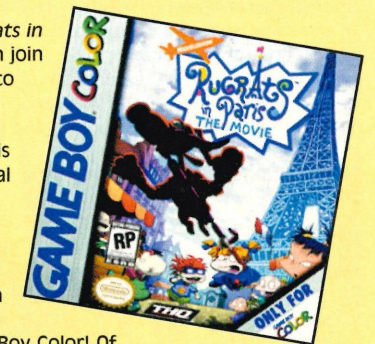
## TINY TERRORS IN GAIS PARIS

**POWER PREVIEW**



Based on the upcoming film *Rugrats in Paris: The Movie*, GBC owners can join the Rugrats gang as they travel to Euro Reptarland. Players guide their favourite Rugrats character through 15 huge levels of Euro Reptarland and Paris in search of parts to fix Stu's mechanical Reptar.

Players can ride roller-coasters, play carnival style games, get chased by ninjas, and even take on Robosnail! With artwork and game levels based on *Rugrats in Paris: The Movie*, kids can relive the movie over and over on Game Boy Color! Of course, just like Angelica always says, "I already learned how to parsley-woo francy!". Look out for this one next year.



# SEW WHAT?

Way back in Issue One, we told you about the Game Boy-compatible sewing machine released in Japan in the summer. Well, this month it reaches the States.

The Izek, a joint venture by Singer and Nintendo, connects to the Game Boy and downloads sewing stitch patterns, buttonholes, numbers and icons from a special cart. The machine is available from specialist sewing shops in the US. We've no idea whether it will be released over here, and frankly we don't really care, but if it is, we'll let you know anyway.

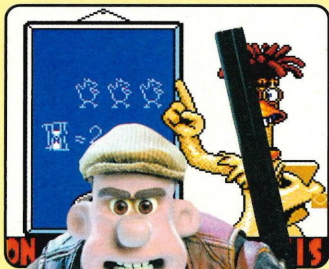


# THQ PLAY CHICKEN

## CHICKEN RUN



It's grim up north – especially when you're a chicken. You talk in a ridiculous Coronation Street accent, the nearest footie team is Leeds United and you're banged up in a chicken farm where the evil Mrs Tweedy and hubbie who want to turn you into pies. *Chicken Run* is based on the film of the same name by Wallace and Gromit creators Aardman animations. The game features all of your favourite feathered friends from the movie, including Ginger, Rocky, Babs, Mac and Fowler. You must help them escape from Coop 17 (ouch!) by battling through 20 huge levels of platforming and puzzle-solving. Maybe the game could finally answer the eternal question of, 'which came first – the chicken or the egg?'. Or maybe not. We'll find out late this year...

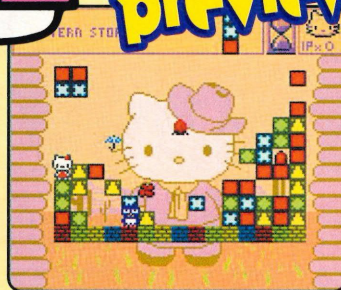
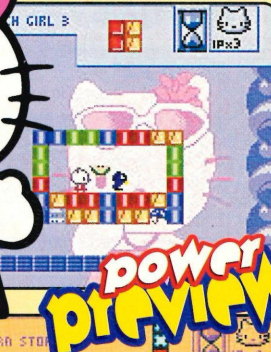


# CLAWS ENCOUNTERS OF THE FURRED KIND?

## HELLO KITTY'S CUBE FRENZY

Hello Kitty is one of the most popular cutsie cartoon characters of all time, and she's soon to star in a game of her own. Her enchanting new Game Boy Color game is a *Tetris*-style puzzler with a twist as falling cubes become building blocks that help Hello Kitty collect prizes and climb to new levels. There's 11 levels in all, plus bonus rounds and all-new stories about Hello Kitty woven into the gameplay. Presumably she

doesn't scratch your furniture to pieces and wee on the carpet, though. Look out for *Hello Kitty's Cube Frenzy* early next year. Judging by the screenshots, it could be just the sort of puzzler the Game Boy is made for...



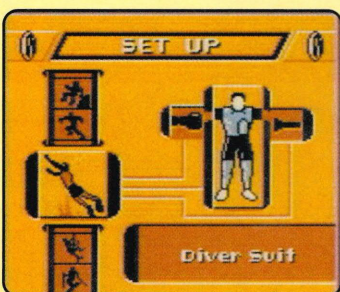
## ACTION MAN...

# PLASTIC PECTORALS TO THE FORE!

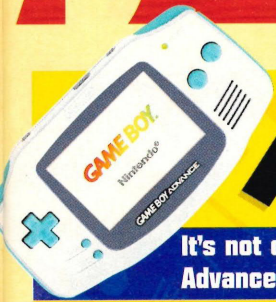
THQ has snatched the rights to publish *Action Man* the on the Game Boy Color. He's a realistic hero who uses his extraordinary athletic ability in extreme sports, superior intelligence and a sixth



sense called the 'AMP factor' to combat evil around the globe. At the time of writing, not too much is known about how it plays, but it will be developed by Natsume and released in Spring 2001.







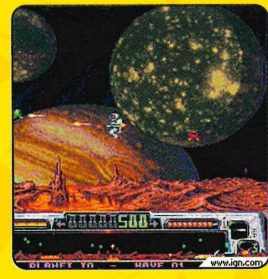
## Advance to go!

It's not due out until next summer, but there's already a brace of cool games in development for the Game Boy Advance, Nintendo's superb next-gen hand-held. Let's take a look at some of the hot offerings in the pipeline...

### DROPZONE

**D**ropzone, Archer Maclean's cool Defender clone, is an all-time classic. Facing scores of aliens attacking a barren planet, you must topple the terrors before they kidnap humans and turn them into, erm; actually, we've no idea what they do with them, but an alien who successfully steals a human becomes a high-powered super-alien, so perhaps they turn them into rocket fuel. It's fearsomely 2D, but anyone who's played R-Type DX knows this is no bad thing. The action is fast, and the graphics very reminiscent of the SNES Dropzone. Look out for the huge end-of-level baddies added to the new game too.

Dropzone sacrifices subtlety for speed, depth for dynamics and complexity for carnage. It's a brain-off, button-down blast from the old school – only hardened blasters need apply.



### MEGA MAN EXE

**M**ega Man has become a videogaming icon, but not always a welcome one. In the days of 2D platformers he ruled, with imaginative level design and an unbelievable array of abilities, but unlike Mario he failed to successfully make the transition to the third dimension, and his latter-day 2D efforts were devoid of the imagination and flair that marked his early outings. For better or for worse, though, Mega Man is coming to the Game Boy Advance.

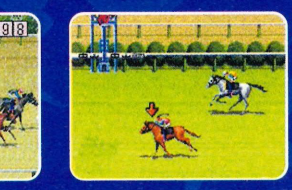
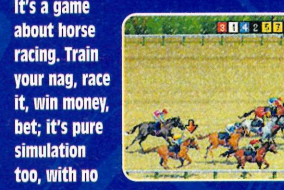
Perhaps recognising the weaknesses of the Man's last few games, the GBA offering, Mega Man EXE, adopts a whole new game style. It's a turn-based RPG/card battle hybrid, and you don't play Mega Man – at least not directly. Instead you play a kid who controls Mega Man as if he was a virtual pet. It's very brave of Capcom to make such revolutionary changes in game style, but it could be just what Mega Man needed. Let's hope so...



### WINNING POST

**T**his is, of course, Japanese. Even without the Japanese text on the screenshots, you just know it comes from the Land of the Rising Sun as soon as you check out the plot. It's a game about horse racing. Train your nag, race it, win money, bet; it's pure simulation too, with no

control over the horses on the track. This one seems unlikely fare for a European release, but who would have expected Tamagotchi or Beatmania either? You never know...



### MEECES TO PIECES...

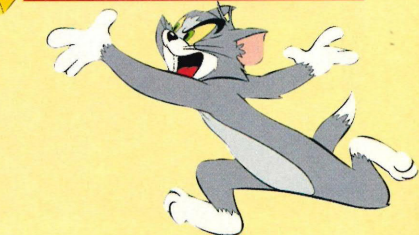
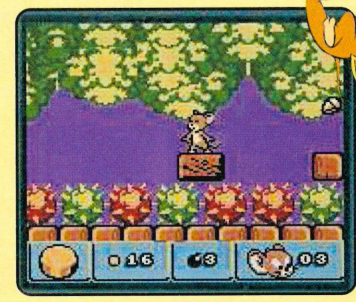
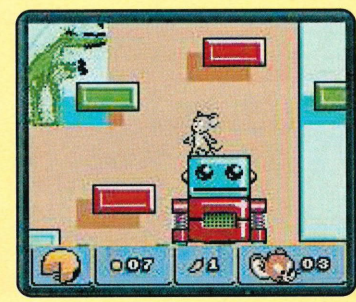
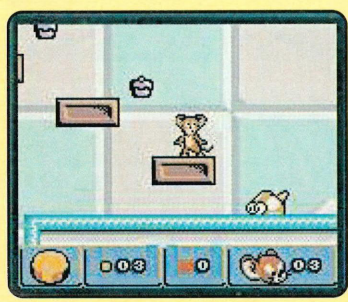
#### POWER PREVIEW

#### TOM AND JERRY IN MOUSE ATTACKS...

**W**hy doesn't Tom give up? Let's face it – he's the least successful cat in history – Jerry gets the better of him every time. Why doesn't he just retire, and spend his days falling

asleep on people's laps? Will he never learn? Apparently not – he's been up to his old tricks again, and this time he's kidnapped all of Jerry's friends. As Jerry, you encounter adventures,

solve over ten mini-games and battle bosses in order to rescue your friends from Tom's clutches. There are six levels to tackle, each with a boss baddie at the end. No doubt you'll be setting fire to Tom's feet, getting him sucked into vacuum cleaners and annoying a bulldog and blaming Tom for it too...

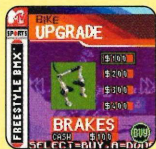
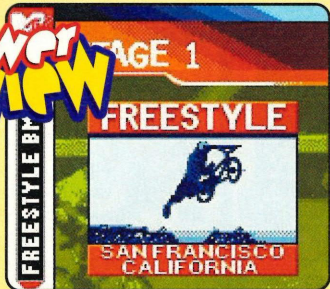


MTV SPORTS: TJ LAVIN'S ULTIMATE BMX...

# I WANT MY MTV



**power preview**



**W**hat a mouthful! MTV Sports: TJ Lavin's *Ultimate BMX* certainly wins a prize for its big name, but will it score points as a top game? TJ Lavin is, apparently, a top-name BMX rider. The game sees you controlling him and five other pros, though we doubt any of them will be household names

either. The game's a sort of two-wheeled *Tony Hawk's*, with the player pulling off all manner of stunts and tricks in their efforts to become Number One. The soundtrack is based on genuine choonz and the bikes are upgradable. More info next ish...



# OPEN SESAME!

SESAME STREET... **power preview**



**T**oday's episode of Sesame Street is brought to you by the letters 'U, B, I' and the number 'Soft'; okay, that didn't really work and it was a smeggy joke anyway, but Ubi Soft's new *Sesame Street* game should be better. Aimed at the kids (of course), the game features six Sesame Street characters,



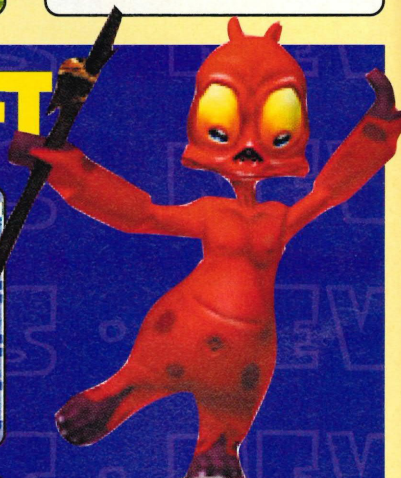
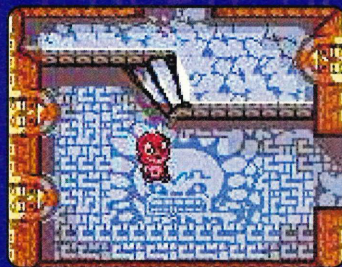
age-appropriate controls (whatever that means), interviews with the contestants and bonuses to collect during play. American accents not included (we hope).



# CRYO HAND OUT FREE GIFT

In a blisteringly innovative move, Cryo is to release a level of its forthcoming game *Gift* on the Internet. The demo level can be downloaded and played on emulators which allow Game Boy programs to be

played on a PC or Mac. Nintendo has yet to comment on the move, but usually takes a dim view of emulators as they're often used for piracy. Pirates take Game Boy carts and transfer the ROMs (Read-Only Memory, the game programs as stored on the cart chips) to PCs, spreading them around via bulletin boards and the Internet. Of course, Cryo is fully entitled to spread a demo of its own game in this format, and as the whole point of the Game Boy is its portability, we can't see emulation cutting into sales of the game anyway. In fact, we think Cryo's on to a winner here! Cryo's web site can be found at <http://www.cryo-interactive.com>, and we'll print a full review of *Gift* next issue.



# MAIL JUNKIES WORLD PORT

## Datel Electronics

What's the simplest way to join the e-mail revolution? Buy a PC? Visit a cyber café? No – get a *Mail Junkies World Port* for your Game Boy. World Port is a revolutionary e-mail package for use with any Game Boy. With it you can control your own e-mail account, sending and receiving text messages to and from anyone else who's online. You can't surf the internet with it, of course. The *Mail Junkies World Port* cart also contains a world time map, an address book, a calculator and a calendar, so it functions as a personal organiser too.

*Mail Junkies World Port* is an impressive piece of kit, but is a little expensive to run. Although downloading messages is quick (it takes around a minute at most), calls to the Mail Junkies service are charged at 25p a minute, so a £5 Top-up Card (the calls must be pre-paid) only gives you about 20 minutes' online time. At £24.99 it's a bargain to buy, but make sure you're aware of the running costs before you splash out.

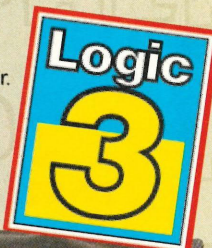


# HANDY CASE

## Logic 3

The *Game Boy Handy Case* is available in five sharp colours, and fits the Game Boy Pocket as well as the Game Boy Color. There's a storage space for games cartridges, and a shoulder/belt strap is also provided. The Game Boy can be played whilst in the case too.

The *Handy Case* isn't the best carry-pack we've seen, but it's politely functional and very cheap at £4.99.



# ACTION REPLAY ONLINE

## Datel Electronics

Datel's *Action Replay Online* makes a nonsense of the phrase, 'cheats never prosper'. It's jam-packed with thousands of cheat codes for infinite lives, ammo, health and – well everything, really. It has a built-in code generator too, so you can hack your brand-new games too.

*Action Replay Online* is more than just a cheat cart, though. Using the cable and software supplied, you can attach the Game Boy to the internet via a PC and exchange codes with users from all over the world, as well as downloading them from Datel's own web site. All in all, it's an impressive piece of kit.



# UTILITY PACK

## Logic 3

What's it got? It's got the lot, and only costs £19.99 to boot! Logic 3's bundle of peripherals includes an A/C adapter to play your Game Boy from the mains.

Alternatively use it to charge the rechargeable power pack, saving you a fortune in batteries. The protect and light device offers a cover for your Game Boy, keeping its screen scratch-free, but also flips up to reveal a handy light for playing when the sun goes down.

The link cable lets you play against your mates, and the earphones stops the rest of the family moaning at you for zapping aliens while they're watching Eastenders (they don't know what they're missing).

In all, this is a comprehensive and high-quality package, as long as you haven't already got some of the items.



# ZELDA

## THE LEGEND RETURNS!



Link's back with three blistering new games, exclusive to the Game Boy Color. Can you handle it? Let's find out...



It's been seven long years since Legend of Zelda: Link's Awakening was released on the Game Boy. Sure, they gave us the DX version for the Game Boy Color, but that was only a lightly-tweaked



update with the bits coloured in. Classic stuff, but hardly new. Seven years without a Zelda game. And then three come at once... Yes, that's right - there are three Zelda games in the pipeline, all exclusive to the Game Boy Color. Scheduled for release in early summer, 2001, Legend of Zelda: Mysterious Seed of Power, Legend of Zelda: Mysterious Seed of Courage and Legend of Zelda: Mysterious Seed of Wisdom form what Nintendo calls The Tri-Force Series. What does this mean? In a nutshell, the games are inter-linked. You



can play the carts in any order, but entering a passcode won by completing one of the games affects the events that take place in the next one you play. For example, you might take part in a battle in one game which causes a monument to be destroyed. In the next, that monument lies in rubble. If you win a certain weapon,

## LEGEND OF ZELDA

We begin to unravel the mystery...

Information on the second two games in the Tri-Force series is rarer than a happy person on Eastenders, but we do know a little about the first offering, Legend of Zelda: Mysterious Seed of Power. Unfortunately the game's plot



gets off to a bad start, with one of the most cringe-worthy clichés in ever to grace an RPG. Princess Zelda, a magical madam responsible for controlling the four seasons in Zelda's world (Hyrule, for those who've forgotten), has - you've guessed it - been kidnapped. How original! The creature who's kidnapped the dame is Ganon, and you won't be in the least bit surprised to find it's down to you to rescue her. Pass the puke bag or what? Ganon learns of his quest, and splits the mighty Triforce into eight pieces, scattering them throughout the lands (and that's something else you've never seen done before, eh?). Assembling the Triforce is your key to success, but can you do it?

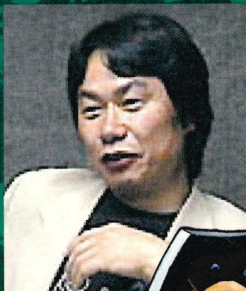


However, Princess Zelda's disappearance and Ganon's misdeeds have made a mess of the land. The Rod of the Four Seasons, a device used to control

## MIYAMOTO'S THE MAN!

Nintendo's Shigeru Miyamoto is the most successful games designer EVER! The list of games he's produced reads like a gaming hall of fame, and includes the Mario, Donkey Kong and Zelda sagas. So what does he have to say about the Tri-Power series and its spectacular delays? "The games are late because of the link system", he said. "The variable scenario is increasing the work. There are similar events in all three cartridges, so if you've already finished one game, it makes the events in the next a little easier."

He's certainly right about the delays, but then, it's bound to be worth waiting for...



words, everyone's guessin' and Nintendo ain't sayin'), but the latest gossip says they're found in all three games and need to be combined with other items to produce something flashy and spectacular. Combine them with soil and water and wait 40 years and you might get an oak tree. Power Acorns can



be fired from Zelda's catapult too, with different acorns having different effects. So when can we expect this sizzling saga? Well, as we said the first game is

expected early next summer, with the subsequent titles released at six- to eight-week intervals. Let's face it, though - Nintendo is almost as famous for its lengthy delays as its excellent games, and this one's already slipped (would you believe the first Tri-Power game was supposed to make it into the shops for Christmas?). We won't hold our breaths, but we will keep you informed...



## THE ULTRA TRIBE

A new group of people can be found in the Tri-Power series. This is the Ultra tribe, whose people dress like a cross between Obi-Wan Kenobi and Friar Tuck. These guys live in a volcano, and are accomplished blacksmiths. The Ultra tribe don't use money, so to gain one of their wondrous weapons or ace artefacts, you need to trade and barter.



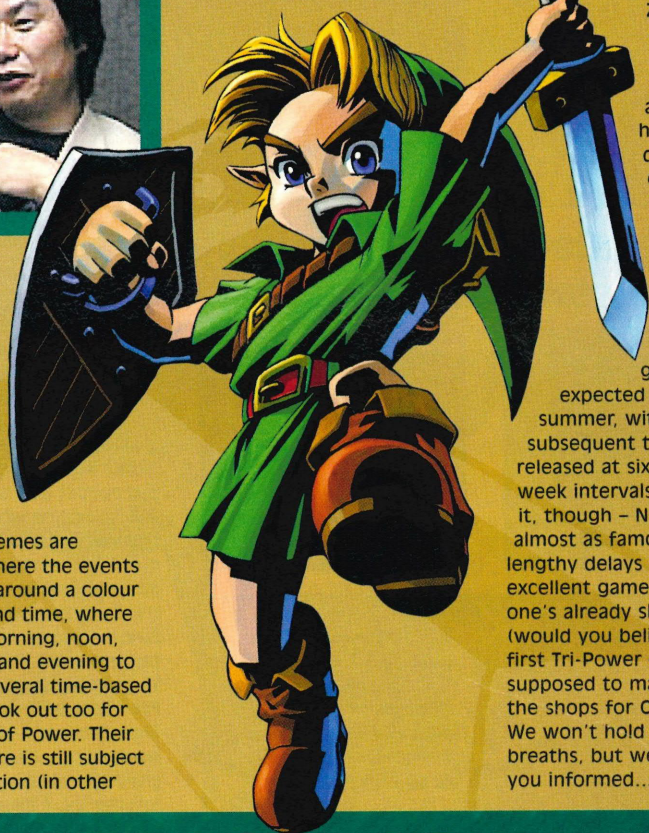
this could be carried over to the next cart too. As mentioned before, the games can be played in any order, so when you've finished 'em you can have a go playing a different cart first and see how this affects the storylines. The replay value is tremendous!

### THE MISSING LINK?

So how do the games' plots link together (no pun intended)? Well, each of the three games follows a set theme which determines the way the individual cart plays. The first in the series, currently-titled 'Mysterious Seed of Power' (this could change), is based around

the four seasons. Using a magic rod changes the seasons, affecting the game areas and locales.

Further themes are colours, where the events are based around a colour scheme, and time, where you use morning, noon, afternoon and evening to sort out several time-based teasers. Look out too for the Seeds of Power. Their exact nature is still subject to speculation (in other

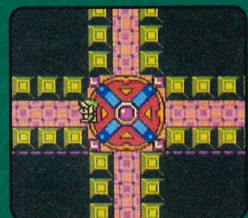


# DA: MYSTERIOUS SEED OF POWER

the, erm; seasons, has been sent to another dimension, taking Hyrule Castle with it. Smeg!

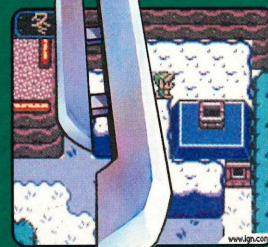
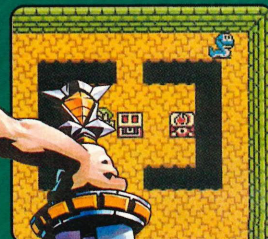
### PACKIN' A PUNCH

When *Zelda 64* was released, much was made of Link's ability to ride a horse. Here he gets something far more interesting - Ricky the Kangaroo. When Link climbs into his pouch the player controls Ricky, a hard-punching boxer who can power through obstacles Link can't even scratch. It's like having your own marsupial mech! Watch out too for Maple the Witch, a bear with a whirlwind attack and a fish that transports you across the waters. The key to this



game is the seasons - using the Rod of the Four Seasons is essential for getting past certain problems. For example (and this is a made-up example - we're not spoiling the adventure for you) autumn leaves and winter snow might cover a tunnel entrance which you can only find in the spring or summer. The winter blizzards might block a path which is revealed again when it thaws, or maybe the desert is too hot to cross in the sunny summer, but more hospitable in the wet winter? Who knows? Well Nintendo does, but it's not telling... Looking at the screenshots, there doesn't seem to be a huge change in gameplay from *Link's Awakening*, but what the smeg?

As the Yanks say, if it ain't broke, don't fix it. The game's 'seasons' theme and the Tri-Power system look set to beef up the originality to the max, even if the storyline does have you rescuing a smeggin' princess. Again...





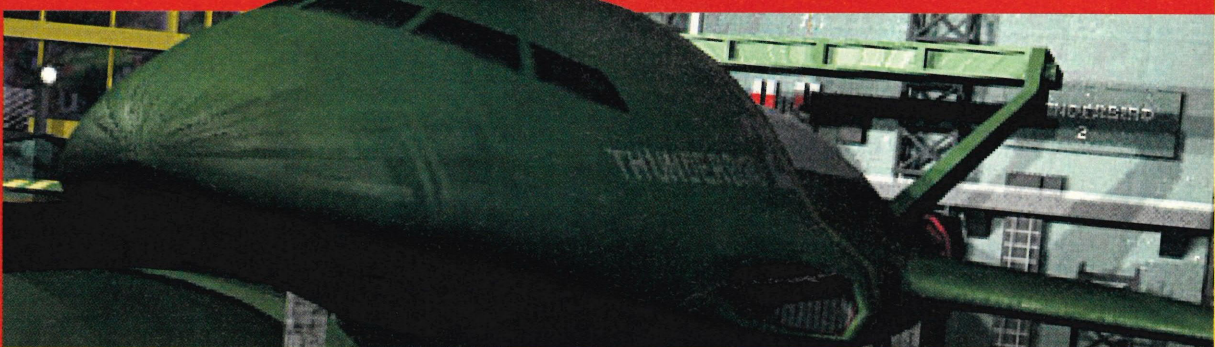
**top tip** Be careful when using the direction finder to track your next target ('B' button). It drains valuable energy.



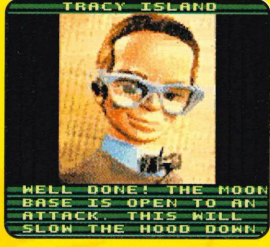
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 WHO: ..... SCI  
 TYPE: ..... ACTION GAME



# THUNDERBIRDS



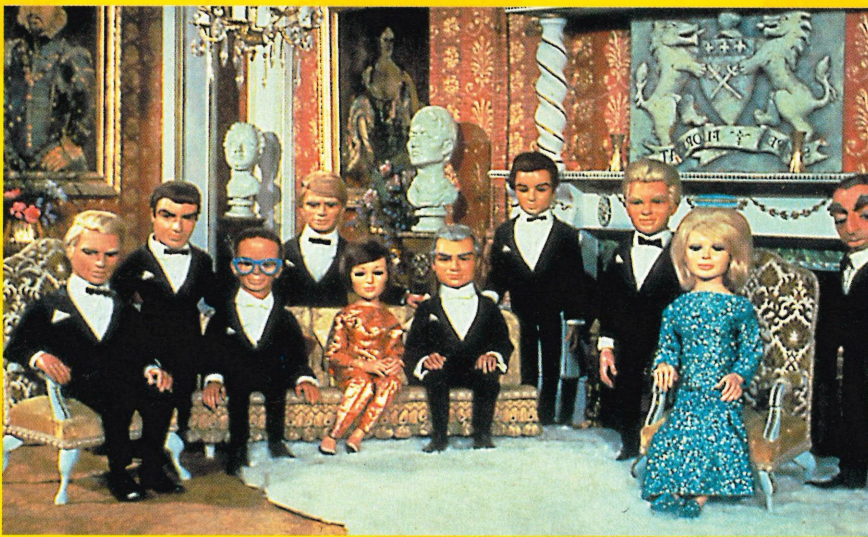
## Calling International Rescue. Repeat – calling International Rescue...



**W**ould you believe *Thunderbirds* first hit the small screens over here in 1965? Now, 35 years later, our puppet pals are back on BBC2, and the world's going *Thunderbirds* crazy once more. The escapades of International Rescue and the Tracy brothers is rich fare for games designers, but how does this new *Thunderbirds* shape up? For those who don't know, *Thunderbirds* is the code name for the five major craft operated by International Rescue, a disaster relief organisation set up by Jeff Tracy and



staffed by his sons. Wherever people are in peril (usually at the hands of The Hood, fearsome futuristic arch-criminal), the Tracy boys are there, with Scott in the rocket-plane Thunderbird 1 usually first on the scene. When he's checked out the situation, he could radio a message back to base on Tracy Island through the space communications centre on Thunderbird 5.



## Birds of a Feather

There are five legendary Thunderbirds craft to control. Each is piloted by one of the Tracy brothers.



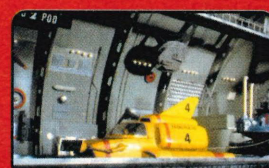
**Thunderbird 1: Scott Tracy**  
 Thunderbird 1, piloted by Scott, is a rocket plane armed with air-to-ground unguided bombs. Used for bombing raids and picking up refugees.



**Thunderbird 2: Virgil Tracy**  
 The incredible Thunderbird 2 is a transporter that takes equipment such as The Mole or Thunderbird 4 to the disaster site.



**Thunderbird 3: Alan Tracy**  
 Space-going rocket Thunderbird 3 is featured in vertically-scrolling stages, and is armed with forward-firing missiles to trash the aliens and asteroids.



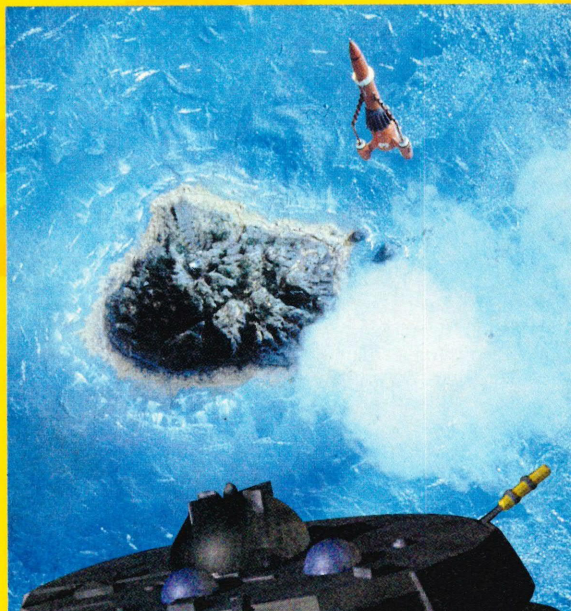
**Thunderbird 4: Gordon Tracy**  
 The miniature submersible is carried in Thunderbird 2's belly pod and used for undersea missions.



**Thunderbird 5: John Tracy**  
 The Tracy's orbiting space station is used to scan the ground and relay messages to the Tracy boys.

## Wotz Where...

- 1 Incoming Transmission
- 2 Lives & vehicle in use
- 3 Incoming transmission
- 4 Timer
- 5 Speedometer
- 6 Score
- 7 Shield energy



When they've a clearer picture of what's going down, it's all systems go – maybe Thunderbird 2 will carry The Mole to do some digging, or Thunderbird 4 to an undersea disaster. Perhaps Thunderbird 3 is needed for a space interception. Whatever happens, you can bet International Rescue will be up to the task.

### thundercars?

But is this new game worthy of the legend? Does it do the Supermarionated series justice, or is it smegsville? Let's start at



faulted. The game does have a couple flaws, though. Firstly, the missions could be a little more varied. There are 22 levels, each with a different graphical theme, you get to fly six different vehicles and the range of tasks on offer is large. However, too many of them involve finding a certain



the beginning. After a brace of blocky cartoon creations that look like they were developed for the Spectrum in 1986, it's great to see a game that really uses the graphical whack of the Game Boy Color. It looks a peach, with beautifully atmospheric backgrounds that look every inch the world of the *Thunderbirds* crew. The craft are realistic too; just check the screenshots. It's just like the real thing. Also, while you never get to see the Tracy boyz walk, on the intro screens they look well 'ard. Yep, the graphics and atmosphere here can't be

## Who's Who

We all know International Rescue is run by the ultra-talented Tracy family, along with a few friends, but who's who in the world of Thunderbirds?

### Alan

This former championship racing driver now pilots Thunderbird 3, and occasionally mans Thunderbird 5.



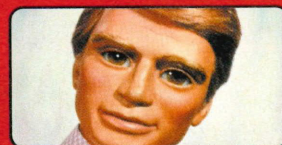
### Virgil

Artistic and intelligent, Virgil's role in International Rescue is piloting Thunderbird 2.



### Gordon

Always the joker in the pack, Gordon Tracy is an ex-Olympic swimming champion and pilot of the aquatic Thunderbird 4.



### Scott

Eldiest of the Tracy brothers, Scott pilots Thunderbird 1, and usually commands on-site rescues.



### John

Scott has the very important job of running the Thunderbird 5 Space Station. Sounds thrilling...



### Parker

This ex-convict is now Lady Penelope's butler and assistant. Talks in a ridiculously fake cockney accent.



### Lady Penelope

This upper-class token female works from her stately home in Kent, and drives a pink Rolls-Royce, FAB 1.



### Jeff

Father of the Tracy brothers and founder of International Rescue, Jeff abandoned his career as an astronaut to dedicate his life to saving others.



### Tin-Tin

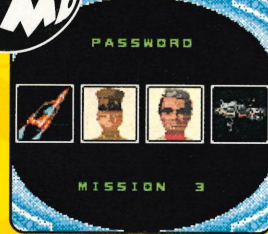
Daughter of Jeff's manservant Kyrano and assistant to Brains, Tin-Tin is a mathematical genius.



### Brains

Brains designed all the Thunderbird crafts. Clever bod – wears stupid specs, though.



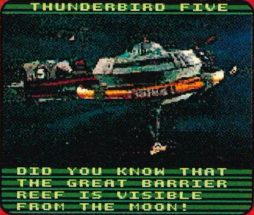


**F.A.B...**

In *Thunderbirds*, you even get to drive Lady Penelope's tacky pink Rolls-Royce, replete with the number plates FAB 1.

**Radio Waves**

Every now and then, you get a signal from HQ telling you to receive an incoming message. Press Select for a radio broadcast from one of your colleagues. This can offer a snippet of advice, restate the mission objectives or (as in here) give a nugget of educational trivia.



number of whatevers and collecting/trashing them. The missions are all fun to play, though. The learning curve keeps you on your toes, and you often fall short within inches of your goal, making you all-the-more determined to get it right next time. 'Just one more go', I hear you cry. Although single-mindedly

arcade in style, tactics come into play when managing resources. Your craft has a power bar reflecting its shield strength, but you're also against the clock. Do you fly recklessly using the power-draining direction finder and risk crashing your ship, or do you preserve your shields and risk running out of time? Getting the balance right is a key ingredient in the game.



**SUNNY FLIERS**

The game's other prob is that the craft don't always feel right in the air. There's a range of perspectives on offer, including side-on (Thunderbirds 1 and 4),

overhead (Thunderbird 2 and FAB 1) and a scrolling blaster (Thunderbird 3), but they don't feel all that different to fly. *Thunderbirds* is wonderfully atmospheric and at the end of the day it's fun to play. Maybe it's not quite perfect, but what is? The game's cool, and a worthy addition to the *Thunderbirds* legacy.  
**IAN OSBORNE**

**power SCOREZ**

**uppers**  
Excellent graphics  
All the craft are here  
Top atmosphere

**downers**  
Missions too samey  
Craft handling basic

**SUMMARY**  
A really fun game, and a welcome return for the *Thunderbirds*.

**90%**



**competition! AMAZING THUNDERBIRDS COMPETITION!**

**FIGURES, VIDEOS, VEHICLES AND MORE MUST BE WON!**

To celebrate the release of the *Thunderbirds* game, we've teamed up with SCI to bring you a thrilling *Thunderbirds* competition! Five lucky readers must take home one of the following amazing *Thunderbirds* prizes:

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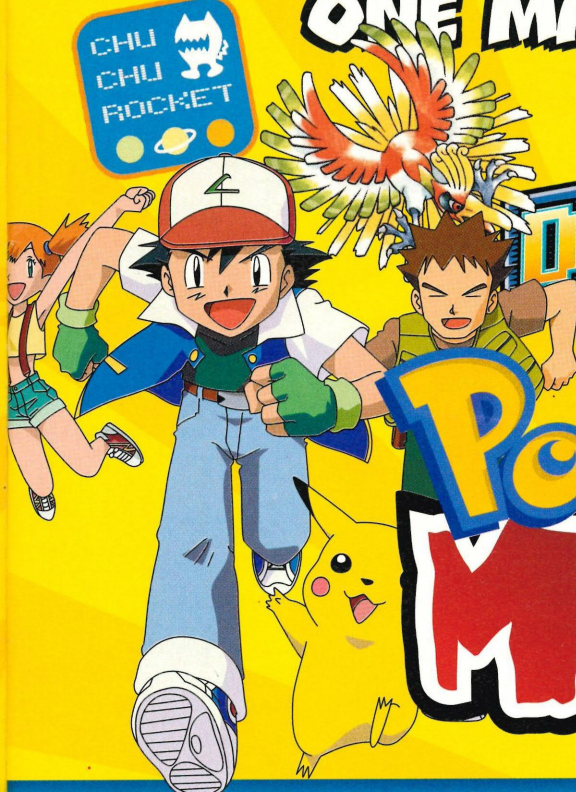
To stand a chance of winning, you need brains – in fact, you need to BE Brains! You've gotta design a Thunderbird! Like Brains, you've gotta think big. You need to make your machine capable of flying half way around the world on rescue missions and then get people outta trouble. But there's more than that. International Rescue already has five Thunderbirds – what makes your vehicle, Thunderbird 6, stand out from the crowd? What can it do that Thunderbirds 1-5 can't? What gaps does it fill in the *Thunderbirds* range? Write us a few sentences of explanation.



Send a drawing of your Thunderbird 6, along with a few words, to: **Thunderbird 6 Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB.** For once, it doesn't have to be on a postcard – just bung it in an envelope. Make sure it arrives by 10th December, though, or even International Rescue won't be able to save your chances of winning.



**Q: WHERE CAN YOU FIND ALL OF THESE SQUEEZED INTO ONE MAGAZINE?**



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**DREAMCAST MONTHLY**  
DECEMBER 2000 ■ ISSUE 15

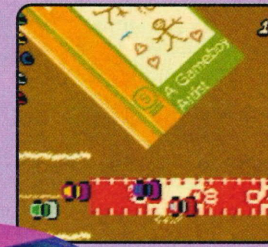


# GRAND PRIX 3

And you thought Ferrari was realistic...

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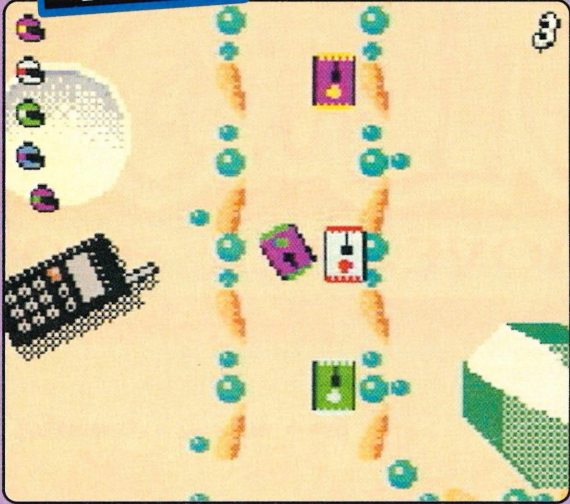


DAMAGE: .....£24.99  
 ON SALE: .....OUT NOW  
 WHO: .....THQ  
 TYPE: .....DRIVING GAME

# MICRO MACHINES V3



The smallest and coolest cars in the world come screeching onto the world's smallest and coolest console. Honey, I shrunk the car!



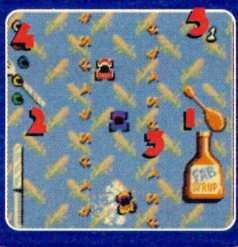
A few issues back you might remember we fell in love with the high-speed, but oh-so-serious racing action of the wicked *TOCA*. Originally, *TOCA* was a thrill-a-minute racing simulation for the PlayStation, developed by the funky dudes from Codemasters. Well, *Micro Machines V3* hails from the same funky dudes, but couldn't be more different. You see, there's no tracks based on real life, and there are certainly no Fords or Vauxhalls to take control of. Instead, this cool top-down racer puts you in control of a huge range (32 in all) of miniature vehicles that have

to be driven at break-neck speeds through a massive 48 courses based anywhere from the garden to the beach and beyond. Sounds like fun? You bet! It doesn't stop at simple racing either. To become a *Micro Machines V3* pro, you have to make good use of the various weapons and power-ups that litter every course. This could mean smashing a massive comedy hammer on the car in front one minute, laying a mine for the car behind the next, and generating a force field to knock the car to your side off the table right after that. You see, *Micro Machines V3* is

## Wotz Where...

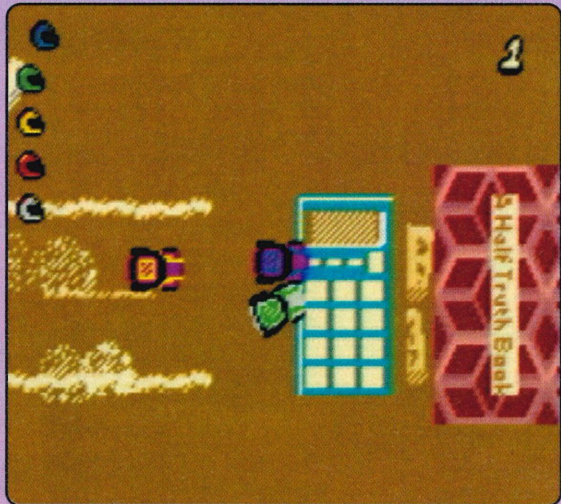
The courses are jam-packed with obstacles that you either have to jump, avoid or bash your opponents into. Take a look at this shot to see what we mean...

- 1 Syrup, slows you down
- 2 Knife & fork, solid obstacles
- 3 Track markers, bumpy
- 4 Race position - your helmet is indented
- 5 laps remaining



## The Right Track

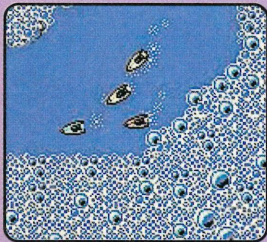
The menu system proves how cool *Micro Machines V3* really is. Instead of going for the usual list of options before you start playing, you see a little car drive down a road that leads to four different roads with huts on them. Choose which road you want for the option you desire and your car follows it, driving through the hut and going onto another set for the next menu. Cool or what?



If you're next to your opponent on the edge of a table or a ledge, don't be shy - knock the gits off. This gets you in front.

## Turbo Start

Hit the accelerate button at the right time during the starting lights and you get a Turbo Start.



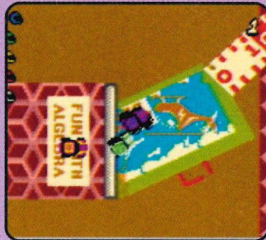
at times. The control is simple enough, so this doesn't take away from the fact that *Micro Machines V3* is a whole loada fun and side-splitting laughs. Not because the game itself is particularly comedy-based, but knocking your opponents down a whole or catching them with a cool power-up can be a right hoot.

*Micro Machines V3* is instantly playable, and even at first you find yourself winning a few races as it's so easy to play. Don't think you'll see everything in the first couple of hours, though, 'cos this game has loads to offer. As I've said, there are 32 cars to play with, but unlucky for you, you have to earn most of them by winning events and races. The cars can be anything from basic buggies and trucks to tanks that actually fire shells, from powerboats that skim

incredibly fast and frantic, and with so much to see and do during every race, you find yourself glued to the screen. Not literally, but I think you catch my drift.

### the drift

My drift isn't all you're catching either, as *Micro Machines V3* gives you the chance to catch some wicked air and rocking power-slides. The tracks are laid out with maximum heart-pumping, adrenaline-inducing action in mind, although the top-down view can make it a little hard to see what's coming



across a pond to transformable cars. They all look cool too, which is probably down to the radical graphics that jump out of the Game Boy's tiny screen. These visuals may be small, but they're perfectly formed and there's a massive variety throughout the game. I mean, what other game has you racing on a snooker table, then in a science lab (Bunsen burners 'n' all), then take it outside and race around a pond? 'None' is the answer to that.

### everything

Which is why *Micro Machines V3* is gonna be a big hit. It's got everything - very smart graphics, totally addictive gameplay (you better flog your *Pokémon* stuff now, 'cos you won't have time for

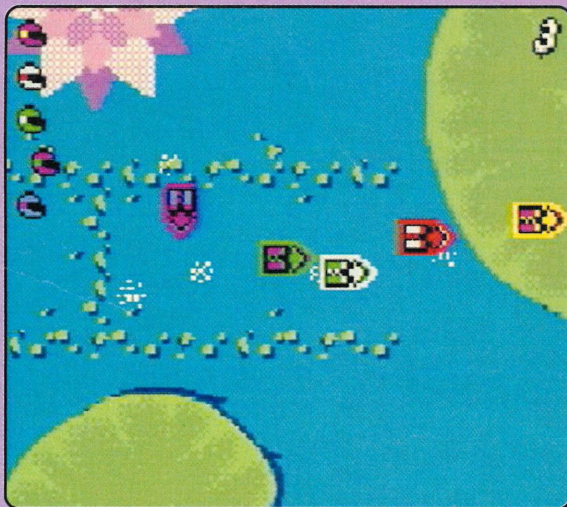
## Mini Marvels (characters)

There's 32 cars on offer altogether, but you also have to choose a character to drive them. There's eight wacky characters available, and from the dreadlocked rasta-man Jethro and the leather jacket Fonzy clone Spider to wacky country clot Dwayne or sexy young lass Cherry, there should be one to suit everybody's taste.



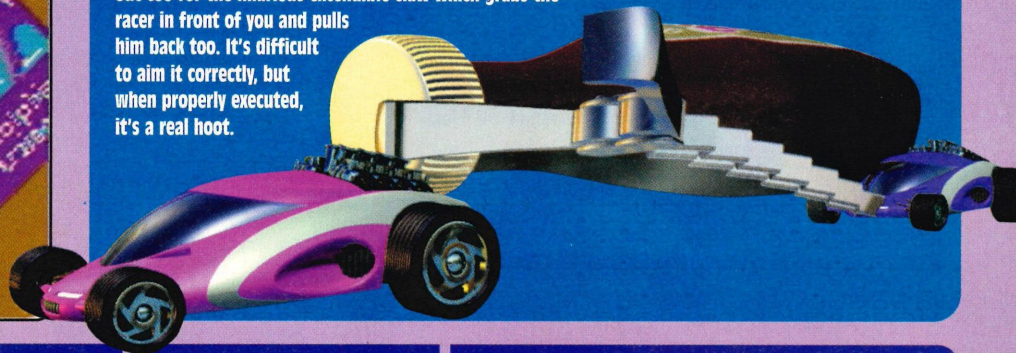
it), loadsa' cars and some of the best, most crazy (and deviously) designed tracks you're ever gonna see in a racing game. So if

you want a racing game that explodes with fun and will last you years, *Micro Machines V3* is it. **saul trewhin**



## Pulsating Power-Ups

There are loads of cool power-ups available for you to trash your foes. These include a hammer to squash the car ahead, force-fields to knock 'em sideways and mines to - well, you know what a mine's for. Look out too for the hilarious extendible claw which grabs the racer in front of you and pulls him back too. It's difficult to aim it correctly, but when properly executed, it's a real hoot.



## power scores

### uppers

Action-packed racing  
Cool graphics  
Wicked power-ups

### downers

Can be tough  
Too much fun...  
...for some too handle

### summary

*Micro Machines V3* is small but perfectly formed. It oozes fun and frantic action in equal measures.

93%



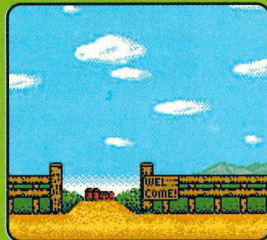
# HARVEST MOON



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....NATSUME/NINTENDO  
TYPE: .....FARMING SIM



**No sign of Giles in this Farmer sim...**



some grown, you then need to feed your animals, who need some serious care and attention. Look after them and they can then be sold to buy more seeds and tools. Starting with only a few coins, the odd tool and your pet, it takes time for things to improve. Persevere and you're soon rearing animals and increasing your harvest yield. You have to do lots of time-keeping (ie. checking on crops), especially as your spirit ancestor checks up on you every winter. If you think this all sounds like an odd (and potentially dull) idea for game, you're probably right, but

## Cream of the Crop

As responsible farmer (hah), you've got choose which crops to grow. Your decision depends on a number of factors, including cost, land and season. But you've got a big choice, including Turnips, Potatoes, Tomatoes, Corn, Eggs, Peanuts, Carrots and Broccoli.



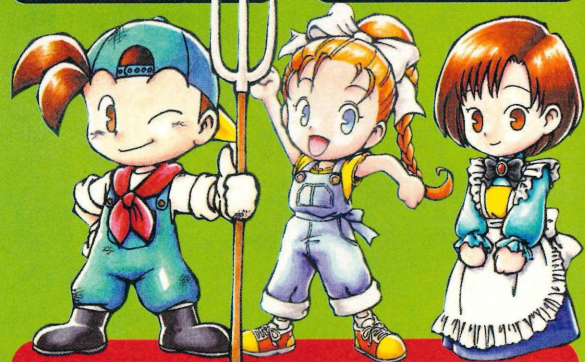
your pet (dog or cat). Then it's into the, erm, 'action'. Your task is to clear out the fields, sow seeds and generally spruce up your humble farm. So you start by planting crops, with a large variety to choose from, including broccoli and potato. Once you've got

The story is simple. After inheriting a farm from an ancestor, you have to take over the run-down old dump and turn it into a super-duper modern ranch. Firstly, you've got to choose whether to be male or female, before deciding on



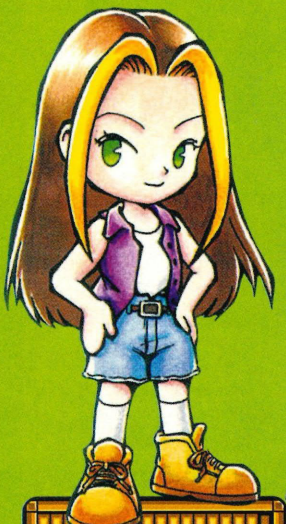
If you like your action fast and furious, STOP RIGHT THERE. Simply take a deep breath and turn to another page. Right then, if you're still

reading, you may well have the ability and patience to get the most out of *Harvest Moon*. This re-release leaves you no excuse not to sample some of the most in-depth gaming on your Game Boy.



## Tools of the Trade

Tools are crucial to your success and there are plenty to choose from and aim for. They include the axe, which you get at the beginning of the game in your tool shed and use to chop tree stumps. Then there's the hammer to smash large rocks and fences, and the hoe to plough the fields and plant seeds. Also there's a sickle which is used to cut tall grass. Later on you can find the umbrella to make it rain the next day!





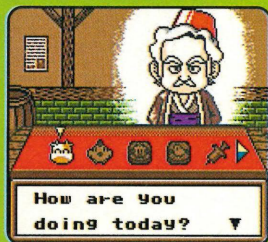
Turnip Seeds	0 bags
Potato Seeds	0 bags
Tomato Seeds	0 bags
Corn Seeds	0 bags
Eggplant Seeds	0 bags



## Wotz Where...

The Map Screen allows you to visit the following locations:

- 1 Flower Shop for seed
- 2 Juice Bar
- 3 Carpenter for materials,
- 4 Tool Shop
- 5 Restaurant
- 6 Animal Shop.



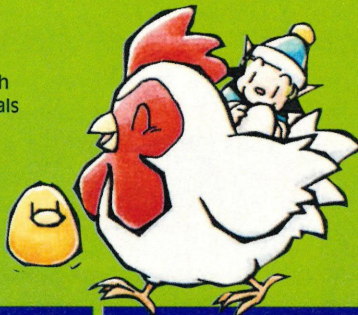
surprisingly, it all works. Things get engrossing, and before long you're thinking like a farmer (get oorrff my laaand!).

### oo-Arrgh...

Ultimately, how deep you get into the game is up to you. Players can tinker around the edges, doing the bare minimum to get by. Or they can methodically work through the seasons, rearing animals and uncovering all the secret goodies. Basically, you reap what you sow (sorry). The graphics are now in full colour, and though wonderfully detailed, are

often differing shades of brown. Thankfully the colours change with the seasons, so winter is

predominantly white. In a nice touch, they only change gradually between the seasons, making it far more realistic. *Harvest Moon* is a totally unique Game Boy game, but it's not for everyone. If you like your action fast, furious and fast, don't bother. But if you fancy a truly different style of game, with a slow but compelling pace that really rewards your efforts, *Harvest Moon* is for you.



greg howjon

**power** SCOREZ

### uppers

Addictive  
In-depth gameplay  
Cute graphics

### downers

Slow Pace  
Annoying Choonz  
Not for everyone

### SUMMARY

*Harvest Moon* is a long-term gaming treat, with plenty to do and lots to work through.

# 84%



# WINNIE THE POOH ADVENTURES IN THE 100 ACRE WOOD

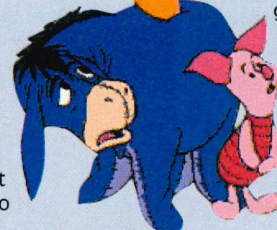
## Will this get you bouncing?



**W**innie the Pooh on the Game Boy? Surely just an opportunity for the publisher to make money from a big-name Disney character? Surprisingly, this really isn't the case. For starters, the game designers have certainly done their homework. All of the main characters are

there, and you can even choose which one you want to play as. Many of the game's mini-adventures tie in with the original Winnie the Pooh stories. Within the first ten minutes of playing I already had to make Rabbit find other characters to rescue Pooh from his doorway after eating too much honey, rescue Piglet from the flood and try to

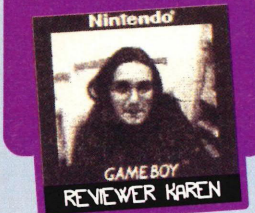
lose Tigger in the 100-acre wood. The game environment expands as you play, and there are loads of great mini-games to play, like catching acorns, fishing and hunting for honey. And you collect reward cards as you play to help



you later in the game. The graphics are fab too - Pooh even bumbles along as you would expect him to. This is a brilliant game that kept me amused for hours - and not just because I'm a huge Pooh fan!

karen wyatt

DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... UBI SOFT  
TYPE: ..... ADVENTURE



**power** SCOREZ

### uppers

Expanding game environment  
Great animation  
Uses original stories

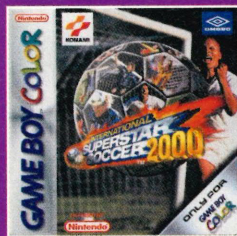
### downers

Some repetition

### SUMMARY

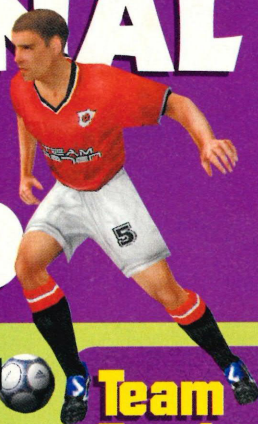
A must-have for any self-respecting Winnie the Pooh fan.

# 85%



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....KONAMI  
TYPE: .....SPORTS SIM

# INTERNATIONAL SUPERSTAR SOCCER 2000



Is ISS 2000 as tasty as Beckham's crossing or worse than a soggy half-time hotdog? We find out...

I knew Kevin Keegan had lost it before that German World Cup Qualifier. I mean, the papers said he hadn't even named his team the day before the match. Which is odd – I thought it was called 'England'! So, will ISS 2000 do a Keegan and lose it before the match starts, or is it going all the way to the World Cup? In Issue Four, we reviewed what is possibly the best GBC footy game ever. But whereas *O'Leary Manager 2000* is the Man U of GBC footy games, *ISS 2000* is no more than a Tottenham Hotspur. What it does, it

does well, but it lacks any kind of flair. Still, from the start you know this is an ISS game, with options from the usual game type (Open, International Cup, Mini League, Mini Tournament, Penalty Kick) to game settings that include rule types, half length and skill level.

## dodgy names

Once you've chosen what type of game you want, you get the choice of a whopping 48 international teams spread through Europe, Asia and South America. Alas, as with any ISS game on any format, none of the players' names are real, but on this version no attempt has been made to make the fake names even sound like the real ones. I mean, who the



hell are Son, Galia and Enke on the England team? As long as the match plays well, though, this shouldn't matter. Problem is, the matches don't play very well, at least at first. The action isn't exactly smooth, and getting the ball from one end of the pitch to the other can be a real chore

when you first start playing. This is partly to do with the fact that selecting players is impossible and the radar is about as useful as a chocolate teapot. Play for a while, though, and you find yourself adapting to the jerky playing method, and after you get

## Team Tactics

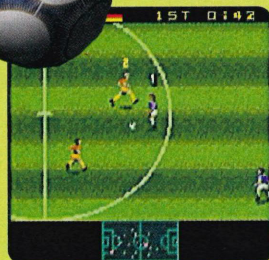
One of the best things about International Superstar Soccer 2000 is that you can set your team tactics from a choice of six basic options. These are Offensive, Defensive, Centre Attack, Side Attack, Counter Attack and Offside Trap. Each option comes with a little diagram that shows exactly how each tactic works, which is handy for those of you who aren't budding football managers.

yourself a few crosses in, things become a little more fun. ISS 2000 never becomes addictive, though, and although it's a good laugh once you get to grips with it, it's never gonna knock the *O'Leary* team from the top spot.

**saul trewhern**

## Choose Your Formation

Unsurprisingly, unlike the PSX version, you don't get to tweak your formations once they're chosen, but you do have a choice of 17 different formations to choose from. It actually makes a difference when playing too, so make sure that you think about the type of team your playing, then adjust your formation as you see fit.



## Happy Vs Sad

Before and during every match, you get to choose the members in your team, as every manager would. The best way to decide on who should play and who should sit on the bench is to look at the small 'face' icons next to the players' names. The colours and expressions on these little faces tell you how a player is feeling, so if you see a miserable face, substitute it, but happy faces should stay.



**power SCOREZ**

### uppers

Loads of options  
Good team set-up  
48 teams

### downers

Hard to get into  
Jerky gameplay  
Boring graphics

### SUMMARY

The boy ISS 2000 certainly done good, but it ain't getting the Man of the Match award.

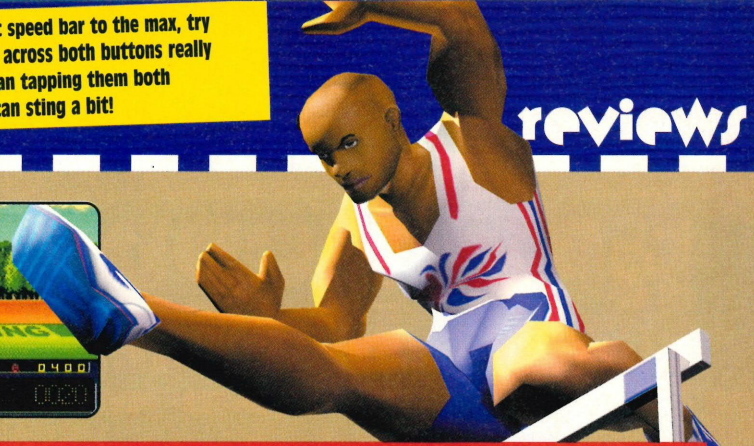
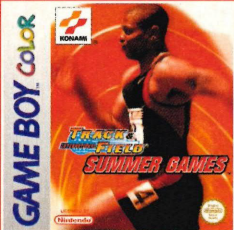
# 60%

NOT BLACK & WHITE COMPATIBLE  
 SOME GUN POWER

**top tip**

If you can't get that speed bar to the max, try wazzing your finger across both buttons really fast. It's quicker than tapping them both individually, but it can sting a bit!

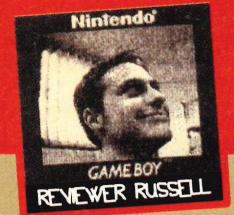
reviews



# INTERNATIONAL TRACK & FIELD SUMMER GAMES

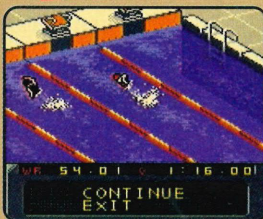
Button-bashing fun, but can your Game Boy take it?

DAMAGE ..... £24.99  
 ON SALE ..... OUT NOW  
 WHO ..... KONAMI  
 TYPE ..... SPORTS SIM



## Sporting Events

There are a total of 12 events in Summer Games, so the challenge looks good from the off. Sadly, most of the events are pretty repetitive, and the Championship Mode only lets you do certain ones. Which is a bit smeg!



**I**nternational Track & Field has been around for a few of years on different systems and under different guises. It makes perfect sense it should come to the Game Boy – even if the summer Games has been released almost in autumn. D'oh! *Summer Games* looks cool. It's simple to get into the game through its small selection of options screens, and the action kicks off pretty smartish with great presentation and without too much mucking around. The first event you're likely to try out is the 100-Meter Dash. All you

have to do is bash the A and B buttons as quickly as you can once the start gun sounds. The problem with doing this effectively on the Game Boy is that it's best done either with one swiping finger or with both hands – that's a problem for any hand-held system!

### podium place?

Don't get me wrong – I'm not saying *Summer Games* isn't playable. It features all the fun, sweat and elation of its successful predecessors, but when the machine's shaking ten-to-the-dozen thanks to your frantic bashing, it's sometimes hard to see what's happening. Graphically, *Summer Games* is cool. Each event looks great, with a style in keeping with the original format. The colours are crisp, the animation is realistic and each event is explained in detail on one

easy screen. Once all the events have been mastered, however (which could take as little as a day), *Summer Games* quickly loses its appeal. You can always try beating your personal bests, but beyond that and Versus Mode, your gaming is done.

**russell barnes**

## Summer Games

- Here's a run-down of all 12 Summer Games events, sport-pickers...
- 100-Meter Dash
  - Long Jump
  - Fencing
  - Javelin
  - 100-Meter Freestyle
  - 110-Meter Hurdles
  - Vault
  - Trap Shooting
  - Table Tennis
  - High Jump
  - Weight Lifting
  - Pole Vault

## Options

There are three modes to play in *Summer Games*. Trial Mode starts with only six events, and the idea is to practice each event until you can get gold. Once you've done this, new events open. Championship Mode pulls out ten events and challenges you to compete in each, one after the other, with your results going on a points tally totalling for the end result. The final mode is Versus, which allows you to play against a friend through the link cable – the best way to play by far.



## Summary

Summer Games is fun and challenging, but it doesn't last as long as we'd like.

**69%**

## uppers

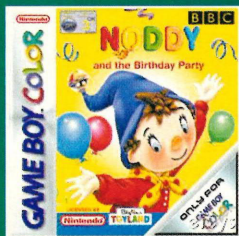
Lots of fun events  
 Colourful graphics  
 Fun in two-player

## downers

Hard on your Game Boy  
 Hard on your fingers  
 Quite short-lived

**power scores**

## NODDY AND THE BIRTHDAY PARTY



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... BBC MULTIMEDIA  
TYPE: ..... MULTI-GENRE



**Can you get Noddy to the party in time, do you care anyway?**

Okay, let's not get cynical. Noddy is basic, easy and hardly taxes the gamer, but it's aimed at kids – I mean very young kids, aged three and up. And as such, it's not bad at all. *Noddy and the Birthday Party* is basically a series of sub-games where you do

favours for the residents of Toytown in return for sixpences to save towards Big Ears' birthday cake. The collecting is via very simple platform or fly-around gaming, but it's colourful, bold and ideal for the very young. If you're old enough to read this, it's probably not for you (and frankly I'm



surprised you got this far into the review), but if you're looking for a pressie for a toddler, go for it...  
**ian of borne**



**power** **SCOREZ**

### uppers

Colourful  
Great graphics  
Kids will love it

### downers

Only for toddlers

### SUMMARY

Noddy is a timeless icon, and the game is worthy of the legend (barf!)...

# 75%

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# JEREMY MCGRATH SUPERCROSS 2000

DAMAGE: ..... £24.99  
 ON SALE: ..... OUT NOW  
 WHO: ..... ACCLAIM ENTERTAINMENTS  
 TYPE: ..... DRIVING GAME



## Wotz Where...

- 1 You can jump over or steer around the logs.
- 2 Your race position – replaced by the lap number as you cross the start/finish line.
- 3 Careful not to hit this trackside bank – you could come off.

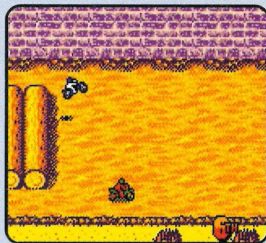
## Can this two-wheeled racer snatch the chequered flag?

drawn with a box of crayons, and offer none of the rough-and-tumble grittiness of the real-life sport. The engine noises are pretty dire too, sounding like a vacuum cleaner that's just sucked up a swarm of bees, but the music's okay-ish.

At this point, you're probably checking the bottom-right corner of the page, wondering if that 85% mark is a smeg-up on our part. It isn't. *Jeremy McGrath Supercross 2000* has that all-important factor that transcends the graphics and the sound. And that's GAMEPLAY!

### gettin' dirty...

Think of *Jeremy McGrath Supercross 2000* as a kinda TOCA on two wheels. It's got the same overhead-but-at-an-angle perspective, the same edge-of-your-seat

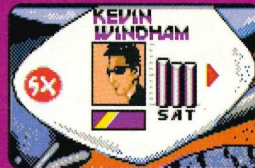
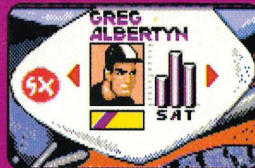


controls and most of all, the same heart-in-mouth action. It's tremendous! As the pack scream away, you know you're in for a rough ride. At first it's harder than a hell's angel with a baseball bat, but as you get the feel for the course and the bike's handling, you learn how to find the fastest route through the corners and the safest paths over the jumps. Safety is indeed a prime concern – smash into the trackside and you're over the handlebars



## Ride 'em, Bike Boy

You get a choice of six pro riders in *Jeremy McGrath Supercross 2000*, all with their own stats for speed, acceleration and traction. Anyone ever heard of 'em? Thought not...



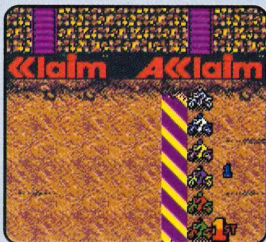
and eating dirt. If this game's visuals and sonics were as good as its gameplay, it would be Da Bomb, but at least it got its

priorities right. So what if the bikes look like they're made of LEGO? It plays like a dream...

IAN OSBORNE

## Test of Skill

The still levels in *Jeremy McGrath* are set by the bike's engine size. The more powerful the machine, the harder it is to handle.



## power SCOREZ

### uppers

Great gameplay  
 Fast action  
 Heart-stoppin' racing

### downers

Sound  
 Over-colourful graphics

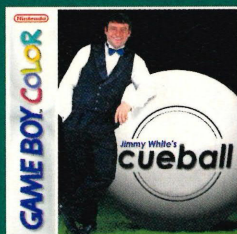
### SUMMARY

Plays a zillion times better than it looks. Recommended.

85%



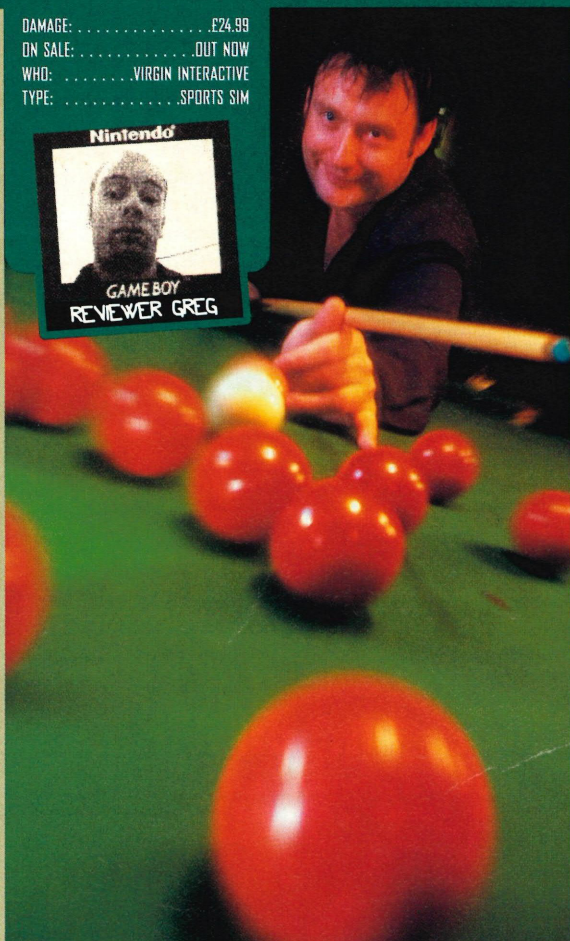
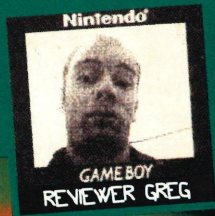
**top tip** Don't split the reds too much at the start - it leaves the table open for your opponent.



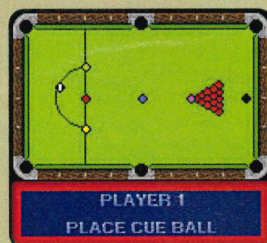
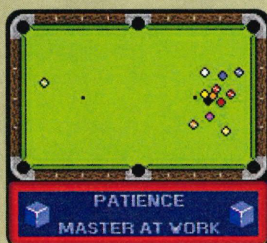
# JIMMY WHITE'S CUEBALL



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....VIRGIN INTERACTIVE  
TYPE: .....SPORTS SIM



## A whirlwind of a pool game. Greg chalks his cue...



**P**oor old Jimmy - bless 'im - has never been the most successful snooker player. He's picked up the odd trophy here and there, but has never troubled the winning dullards like Davis and Hendry. Of course, that's why we all love him. Old 'Whirlwind', as he's nicknamed, plays with flair and passion, making him the ideal man for a bout of Game Boy snooker. Actually, there's more here than just snooker. You can also play both eight- and nine-ball pool if you fancy a speedier game. Boring as physics is, the

motion of the ball has to be accurate or you soon give up trying. Thankfully, the balls here move fairly realistically, despite the odd occasion where they rebound madly off the cushion or slow up when you least expect it.

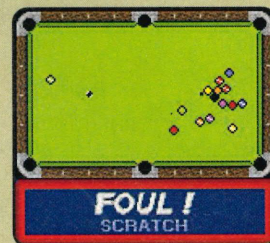
### right on cue

Okay, it may not look as fancy as the Crucible, but the graphics are very clean, if a little basic and hard to see at times. The colours can be quite difficult to make out on the screen, which, as you can imagine is not good for a snooker game. The sound is varied, with rather annoying choonz, but some decent Americanised vocal samples. The game even has a bit of a Jimmy attitude; when you've played your shot, you're told to wait for the 'master at work'. Ahem.

Your opponents range from Broke Ben and Suzy Cue to the rather more formidable

## Wotz Where...

- 1 Power bar.
- 2 Use this to adjust top and back spin.
- 3 The cue ball.
- 4 Your current score.



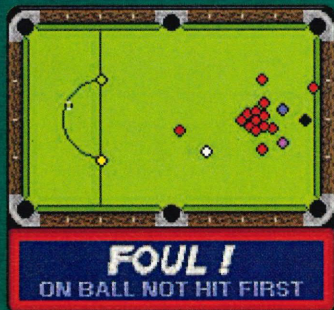
Jimmy White himself. Of course, like any sports game, challenging your mate is the best way to play, and here you take your shot before handing the Game Boy over to your opponent. There are some problems with colours and motion, but *Jimmy White's Cueball* is one of the best snooker/pool games you can get. Sorted!  
**greg howson**



## Pool Rulez

**8-Ball:** whoever pockets first chooses either stripes or solids. The aim is to pocket all seven of either before potting the winning 8-ball.

**9-Ball:** Nine balls numbered one to nine are racked in a diamond shape, with one at front and the nine-ball in the centre. You then start potting, but you have to hit the lowest-numbered ball each time. The winner is the one who pots the nine-ball after all the other balls have been sunk. Good luck!



## power SCOREZ

### uppers

Easy to pick up  
Two-player is fun  
Cute graphics

### downers

Colours hard to see  
Can be fiddly  
More fun in real life

### SUMMARY

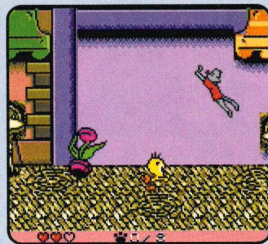
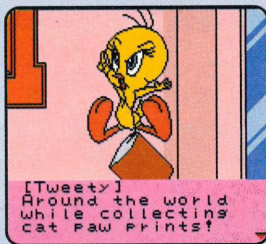
Jimmy White's plays a mean game of pool and snooker. Plenty for fans of the green table to enjoy.

# 75%

**top tip**

By tapping 'B' really quickly after jumping, Tweety can fly through the air. If you keep jumping, you can stay just as high, so enemies can be avoided easily and half the level can go by unnoticed!

NOT BLACK & WHITE COMPATIBLE  
GAME ONLY POWER



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... KEMCO  
TYPE: ..... PLATFORM GAME

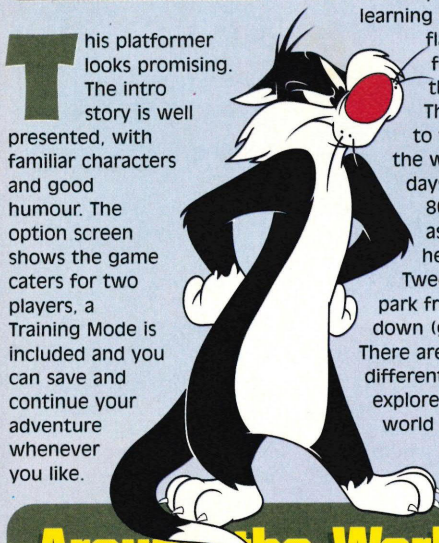
# TWEETY'S HIGH-FLYING ADVENTURE

## "I tought I taw a putty tat!" Russell investigates...

Training is thorough, if a little long-winded, but it makes it quite obvious (before you even start the game properly) that *Tweety's High-Flying Adventure* is really aimed at younger kids. The controls are ultra-simple and the learning curve is very

flat - just right for callus-free thumbs! The idea here is to travel around the world in 80 days, collecting 80 paw prints as you go to help stop Tweety's local park from closing down (go figure). There are eight different countries to explore (call that a world tour!?), each with suitable enemies

**T**his platformer looks promising. The intro story is well presented, with familiar characters and good humour. The option screen shows the game caters for two players, a Training Mode is included and you can save and continue your adventure whenever you like.

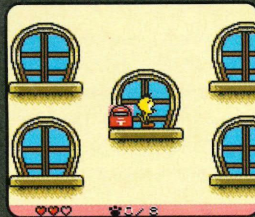
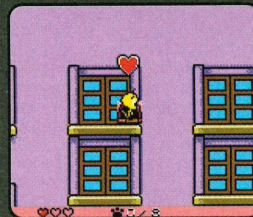


and backgrounds. Unfortunately, there's always something that remains the same throughout the game - the repetitive gameplay. Okay, so we weren't expecting four games in one, but a bit of variety is needed. It wouldn't be so bad if things weren't so basic and dull to start with, but after completing the first county it's unlikely you'll have the motivation to carry on.

**canary capers**  
There are 15 different items available throughout the game, and each can get rid of an enemy or help Tweety out in one way or another, but thanks to basic graphics and a serious lack of

## Trap Those Baddies!

There are no less than 15 different items to discover in the game. Most of them are weapons to take out baddies, and others are for saving and replenishing health. Simply pick the item you want from the inventory screen then use it on those baddies to teach them a lesson!



imagination, there's very little difference between one weapon to the next (they're all either missiles or mines). The same goes for the various enemies you encounter too. Zzz... If you're really after a platform game this month, check out *Jungle Book* instead. The graphics are loads better, the gameplay's more fun and there's a real challenge to sink your teeth into. Bog off Tweety, you're about as much fun as geography!  
**russell barnes**

## Wotz Where...

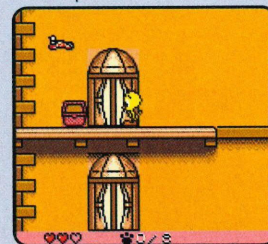
- 1 Tweety can push objects. Push them off ledges and bounce them off a baddie to kill.
- 2 Your energy. Don't lose heart...
- 3 The number of prints you've collected on this level.
- 4 Current weapon and quantity remaining.



## Around the World

Your around-the-world journey takes you to eight territories:

- Paris:** Watch out for the chopping flowers!
- Venice:** Careful you don't fall in the canals!
- Egypt:** Beware of the mummy!
- Africa:** Dark and mysterious...
- Yokohoma:** Use the pipes on the ship to get around.
- Australia:** Waltzin' Matilda down under.
- San Francisco:** California dreamin'
- Las Vegas:** Bright lights, big city...



**power** SCOREZ

**uppers**  
OK for tiny tots  
Easy to pick up  
Easy to play

**downers**  
Too easy!  
Repetitive  
Boring

**SUMMARY**  
There's just not enough here to keep any platform fan happy for long.  
Boring!

**61%**



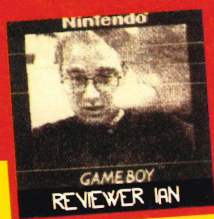
**top tip** If in serious trouble when facing a boss baddie, try a suicide charge. Give it everything you've got, then use your immune period with your next ship to topple the terror.



# PROJECT S-11

It's time to save the galaxy from the alien scum (again)...

DAMAGE: ..... £19.99  
 ON SALE: ..... MID-NOVEMBER  
 WHO: ..... SUNSOFT  
 TYPE: ..... SHOOT-'EM-UP

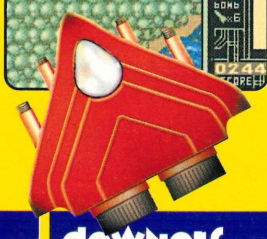
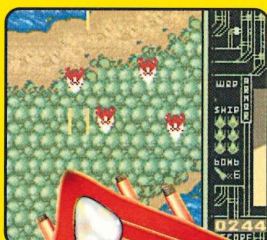


**T**his is a blaster from the old school, an eight-level no-nonsense retro romp through alien-infested territory, a vertically-scrolling shooter which throws you into one hell of a firefight. Look out for mid- and end-of-level bosses, power-ups and everything else you would expect, including great gameplay.



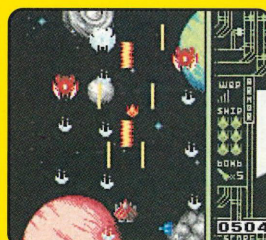
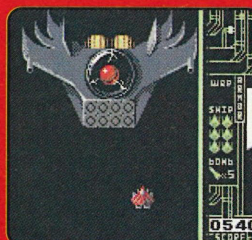
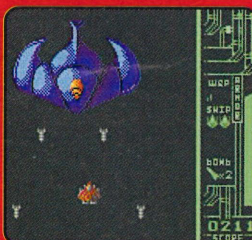
There are some fine ideas here. The power-ups allow you to switch between five weapons. Collect the weapon you already own and you improve it through three levels. If you die, you only lose ONE power-up level. Hurrah – too many games let you build your sluggish peashooter into a sleek machine, only to take you all the way back again when you die. The weapons offer variety, and their strengths and weaknesses make battling the baddies a tactical fight too.

**kerbaaang!** Unfortunately it's cursed with some smeggy flaws which should've been shot down in flames. Because of its small screen and sheer



## Boss Baddies

At the end of every stage, there's a boss baddie. Quelle surprise...



speed, it's often hard to see the bullets. The foes take too many hits before dying too, meaning it's often easier to avoid 'em than to fight. Or you can rely on your armour and pitch in with brute force, taking shots as you deal 'em. Neither tactic is satisfying – if both you and the aliens had less armour, the edge-



## Wotz Where...

- 1 Ships Remaining
- 2 Weapon Power
- 3 Armour strength
- 4 Bombs available
- 5 Score
- 6 Your craft



of-your-seat action would be improved. It's a cool game overall, though, and clearly shows how a classic gamestyle can be revisited and still impress.

**ian osborne**



## Weapons of War

Collecting power-ups increases your firepower. There are five different weapons to collect and build.

### Falling Flame

This flamethrower-like weapon is perfect for eliminating large waves of enemies. The longer you hold down the fire button, the shorter its range becomes.



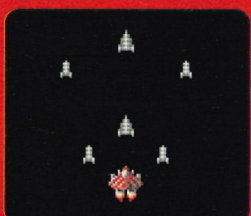
### Laser

This is the default weapon, but it still packs a powerful punch when powered up.



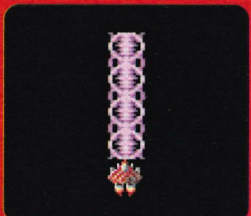
### Missile

This is the most damaging weapon; its only drawback is its poor rate of fire.



### Sinus

Destroys ships with its interlacing rings. When at full power, it's hard to beat.



### Sonic

Weapon of mass destruction when powered up. Has the best coverage of any weapon available.



## power SCOREZ

### uppers

All-out action  
 Great retro feel  
 Good use of power-ups

### downers

Often difficult to keep up with the action  
 Brute force wins over dexterity

### SUMMARY

Project S-11 is good, but not great. There's just too much going on for the small screen.

# 76%

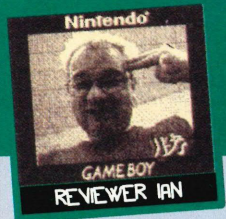


# BUFFY THE VAMPIRE SLAYER



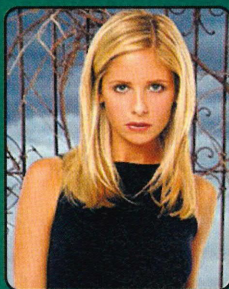
DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... THQ  
TYPE: ..... BEAT-'EM-UP

## On the small screen she's drop-dead gorgeous, but can Buffy charm on the Game Boy Color?



## Beautiful Buffy

Sarah Michelle Gellar – she can't act, but she's soooooo gorgeous...



neat package of moves onto the GBC's two buttons, though it's crying out for a Run function. Also, you can't pick up the objects lying around unless there's a monster on the screen, and there's seldom time to grab it when there is. This is a small point, though. The weapons are only a small part of the game anyway. *Buffy the Vampire Slayer* is a beat-'em-up with brains, a

## Wotz Where...

- 1 Your foe
- 2 Mmm, Buffy
- 3 BHuffy's energy
- 4 Enemy's energy
- 5 Power-ups



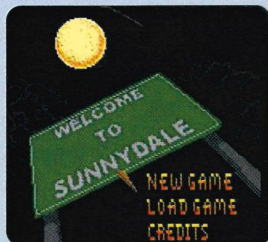
tribute to how sophisticated a game can be on the small screen. In this respect, it's just the opposite of the TV show. **IAN OSBORNE**

with the game. The storyline's only advanced during between-action conversations, which is very true to the show. Hardly a problem in a beat-'em-up, though. The 'acting' – there isn't any really, just voice bubbles and cartoon frames. Well, what did you expect? FMV? The beautiful Buffy looks amazing when on the move, and that's the most important thing – for the game and the show.

show, including the Sunnydale Mall, Buffy's dorm, the cemetery and more. You meet a variety of humanoid undead-types on your travels, and thankfully it takes different tactics to topple 'em. Some you close down and punch to death, some you fight on the move, some you take out from behind your guard, but don't expect the same strategy to work for all monsters. You only ever fight one foe at a time, which is a bit smeg, but it's tough enough to keep you interested. The controls are instinctive after a while, packing a

## Let's go to work...

Enough TV comparisons. How does it play? If you like your Double Dragon-style scrolling fighters, you'll love *Buffy the Vampire Slayer*. It's incredibly slick, action-packed and very well animated. Controlling Buffy (of course), you march through 13 areas taken from the TV



## Cartoon Capers

Between levels, Buffy and friends give you an update on the storyline via some cool American-style cartoon frames. They work pretty well in a DC Comics sort of way.



power **SCOREZ**

### uppers

Slick animation  
Fights sophisticated  
Good graphics

### downers

Only one foe at a time  
No Run function

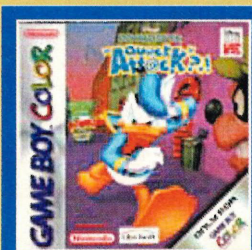
### SUMMARY

A polished and capable fighter. Tough, slick and action-packed.

# 80%

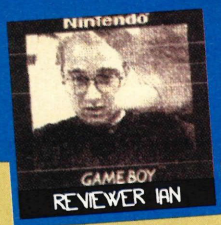


**top tip** To defeat the first boss (the bear), jump on the branch above a hive to make honey fall into his path. When he eats enough, he falls asleep.



DAMAGE: ..... £24.99  
 ON SALE: ..... OUT NOW  
 WHO: ..... UBISOFT  
 TYPE: ..... PLATFORM GAME

# DISNEY'S DONALD DUCK: QUACK ATTACK



In the crowded world of GBC platformers, can *Donald Duck* quack it?

It's enough to drive you quackers. Plug in *Donald Duck*, switch on your Game Boy and within seconds you're gasping at the visual delights on offer. Just take a look at the screenshots. The graphics are a real treat, with rich shadings, fine details and intelligent use of colours. Every level creates a beautiful, believable world, filled with outstanding enemies and chipper



chums. It's incredible the amount of detail Disney has packed into such small creatures. I mean, look at Donald...

When you've finished gasping at the graphics, you spend the next minute ahhh-ing at the animations.

They're as tight as a duck's bottom, and that's watertight. Donald moves and leaps so fluidly he looks like he's in one of his cartoons, not a Game Boy game. Somewhere around

now, you notice the sonics too. Excellent choonz which give the impression of two channels, and spot-on spot effects.

## tarred and feathered

Alas, after five minutes the game's major flaw becomes all-too apparent. There's hardly any gameplay in there. Jump on a platform, collect a few tokens, jump to the next platform, bounce on a baddie's head, drop onto the next platform

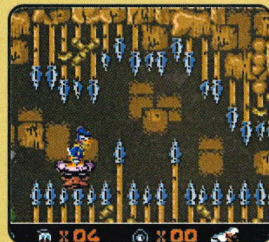
## Eye Candy

The worlds are blisteringly well drawn, full of rich, detailed graphical touches. It's a pity the level design doesn't come up to the same high standard.



and realise you've seen this sooooo many times before. It's almost as if they were struggling to cover every platform cliché without ever making the game exciting. However brilliant the worlds are, if the levels they contain are so devoid of passion and flair, the game just won't work. If this was a movie, it would be Steven Spielberg filming his dog playing with a beach ball in his back garden. Visually slick and technically brilliant, but the content just isn't there.

ian osborne



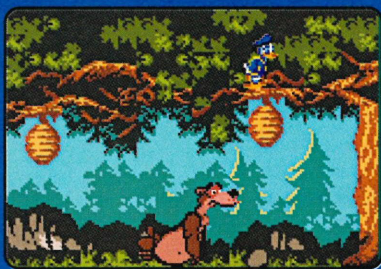
## wotz where...

- 1 Grab this to power up – Donald goes into a mad frenzy!
- 2 The usual, bog-standard tokens to collect.
- 3 Your lives.
- 4 Although small, Donald and his foes look great and animate brilliantly.
- 5 The number of tokens you've collected. Guess what happens if you get 100?



## The Bear Essentials...

This overgrown teddy bear is the first end-of-level boss baddie. Check out our Top Tip for a handy hint on how you can deal with him...



### uppers

Ohhh, the graphics.  
 Mmmm, the animation.  
 Ahhh, the sound...

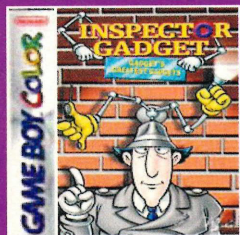
### downers

Erm, the gameplay

### SUMMARY

Blistering presentation, mediocre gameplay. This is becoming par for the course for Disney releases.

# 68%



# INSPECTOR GADGET



DAMAGE ..... £24.99  
ON SALE ..... OUT NOW  
WHO ..... UBI SOFT  
TYPE ..... PLATFORM GAME

Spring-loaded feet, a helicopter in his hat and not a clue in the world. What a great hero Inspector Gadget makes.



cartoons (and one movie), the clumsy half man, half robot half-wit is finally making his way to the Game Boy Color. Lucky for you, the people who've programmed the game aren't half as senseless as our gadget-laden hero.

## go go gadget

He may be a buffoon, but for some reason Inspector Gadget always seems to win in the end. Well, I say some reason, but it's usually down to the Inspector's schoolgirl sleuth niece, Penny, and her sidekick, the mischievous dog, Brain. These two are always helping out our hapless hero, although he never knows they're even there. Which means not only do you get to play as the clumsy detective, but you can also choose to play as



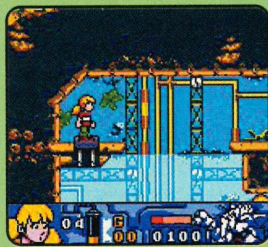
his two unseen helpers. In fact, throughout the game you have to keep swapping between all three of the characters in order to get through some of the tricky platform-based levels. For instance, Brain can jump twice as high as Penny or the Inspector, so if you reach a brick wall, select him to jump over. Penny is the only one who can swim, and the Inspector has the ace up his sleeve, in the form of his amazing array of high-tech, weird, wacky and wicked gadgets. Everything from a wooden mallet and helicopter rotors that extend from his hat to automatic roller-skates, net guns and more are at your disposal to help you in your quest. Which, of course, is a fight against the evil Dr Claw. We won't give too much away, but let's just

## In For a Swim

The Inspector's niece, Penny, is the only one of the trio who can swim. You need to use her abilities all the time to reach secret areas and find loads of bonus items – there's soooooo much water to explore in the game.

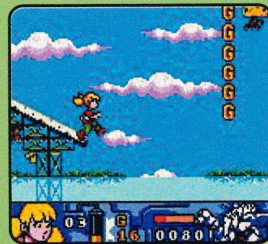
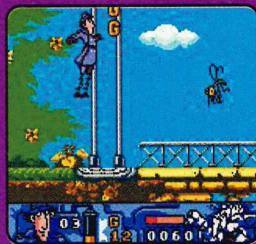


After slipping on a banana skin (as you do), airhead cop John Brown had a near-fatal fall. He was rebuilt by top scientists, and became Inspector Gadget, a super-human with one flaw – he's clumsier than your dad after ten pints on New Year's Eve. And now, after years of crazy adventures in



## Gadget's Gadgets

The animations on the Inspector's gadgets are usually really cool. Check out his spring-loaded legs and inflatable jacket in these screenshots. Don't be fooled, though; that inflatable jacket won't let you swim, you just bumble about in the water, much like the Inspector does most of the time anyway.



## Wotz Where...

There's so many tricky bits to overcome in the game:

- 1 Brain has to stand on the platform to the right.
- 2 A flashing platform that shows you the lift.
- 3 The lift, which can't be seen until you stand on platform. Takes you to next part of the level.
- 4 One of Dr Claw's henchmen. Nasty piece of work...

say the first level involves cannibal cacti and exploding chewing gum. Hmmm. As well as having great characters, cool levels and lots of crazy goings-on, *Inspector Gadget* also looks pretty cool. The graphics are bright and all of the baddies, especially Claws henchmen, look the absolute biz. And with over 20 trap-filled, puzzle-laden and action-packed levels to get through before defeating Dr Claw, *Inspector Gadget* also takes you an age to complete. Top stuff, then; I wonder if the programmers had any help from Penny and Brain? Go, Gadget, go...

SAUL TREWERN

### uppers

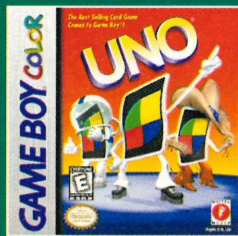
Inspector Gadget – he rocks!  
Lots of platform antics  
Top graphics

### downers

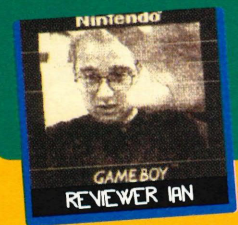
If you don't like puzzles, stay away  
Can be fiddly changing characters  
Too much blind jumping

### SUMMARY

A top cartoon and a top film make a top gadget-filled GBC game.



DAMAGE: .....£19.99  
ON SALE: .....NOVEMBER 2000  
WHO: .....MATEL INTERACTIVE  
TYPE: .....CARD GAME



# UNO

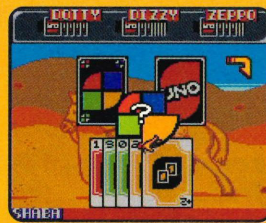
## The numero uno card game?



left with scores against you. *Uno's* a fantastic card game to play with friends and family, and on the Game Boy it's still great fun playing the computer opponents. There's three



themed bonus decks based on the Wild West, Outer Space and Groovy, in case you get bored with the standard cards. I don't care what anyone says - I like it!  
**IAN OSBORNE**



## On the Move...

The game offers animations when a player is forced to pick up cards. They're fun for a while, and can be turned off when they get annoying. Which is just as well, really...



It's a simple concept. Put down a card and the next player must match its colour or number. Certain wild cards force one or all of your foes to pick up two or four cards, reverse the direction of play or change the colour currently being used. First one to get rid of his hand wins, and whatever you're

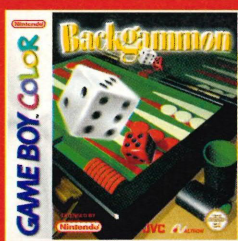
## power SCOREZ

**uppers**  
Family fun  
Good AI  
Multiple decks

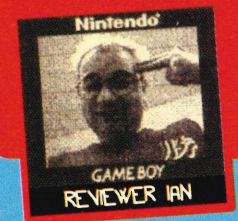
**downers**  
Annoying music  
No pause menu

**SUMMARY**  
A great card game makes a very credible move to the Game Boy.

# 80%



DAMAGE: .....£19.99  
ON SALE: .....NOVEMBER  
WHO: .....JVC  
TYPE: .....BOARD GAME

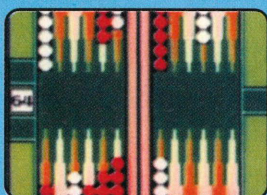


# BACKGAMMON

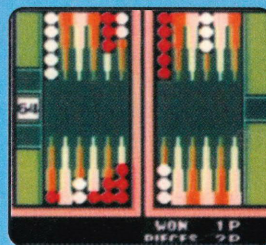
## The ancient boardgame hits the smallest screen...

**B**elieve it or not, backgammon is the oldest boardgame

known to man, dating back to Roman times. It's also spectacularly cerebral,



making it ideal material for a videogame - now you can play against a range of Game Boy opponents as well as your mates. Three modes of play are on offer here - Tournament, Free and Vs. There's six difficulty levels, so unless you're a blinding backgammon maestro, you're bound to find a level to suit. You can play against another human being on the GBC if you wish, but why bother? Just use a



backgammon board. It's against the AI opponents that this game shines, and shine it does.

**IAN OSBORNE**

## power SCOREZ

**uppers**  
Good AI opponents  
Classic game

**downers**  
Graphics not too sweet

**SUMMARY**  
No surprises here, but a quality board-basher nonetheless.

# 79%



# POKÉMON™



TRADING CARD GAME



GAME BOY  
*power*

# SPIDER-MAN





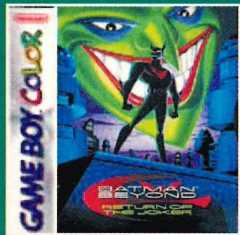
# GAME BOY power

GREG HILL EBRANDT

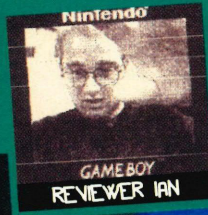
# THUNDERBIRDS™



**GAME BOY**  
**POWER**



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... UBI SOFT  
TYPE: ..... BEAT-'EM-UP



# BATMAN OF THE FUTURE RETURN OF THE JOKER



The Dark Knight's nephew returns, but do we want him? Let's investigate...

Who'd have believed it? Who'd have thought the original Batman would hang up his cape and retire, handing his tights and bat-mask to his nephew Terry (hope he washed them

first)? That's the premise behind *Batman of the Future*, Warner Brothers' new animated cartoon series. Bruce Wayne is still on the scene, offering helpful advice and information from the bat-cave (and very distinguished he looks too, with his grey locks and smart suit), but it's Terry who gets his hands dirty in the field. In *Batman of the Future: Return of the Joker* he gets his hands very dirty. Wayne's old sparring partner is up to something, with a new hi-tech team of henchmen (look out for the thugs with

animal's heads spiced onto their bodies) and his eyes on some hi-tech equipment. As Batman (of course) you must wipe the smile off his face by battering his band of baddies and then beating their boss.

## kerpow! wham! zzap!

As a fighter, the game works extremely well. The fighting isn't as sophisticated as in *Buffy the Vampire Slayer*, but you can face several foes at once and also walk into and out of the screen, adding depth in other areas. As Batman can punch right and left but

## Bat-Gadgets

Press Select and you can swap between your trusty bat-gadgets collected during the game. These include weapons, shields and even hover boots! You can see your current password here at any time during play, which is useful. It also means the game's never interrupted by a password screen, reminding you you're playing a game and preventing you from losing yourself in the action.



## Wotz Where...

Trust Batman to keep all his trusty Bat-info around him. Here's where to find it...

- 1 Bat-lives remaining.
- 2 Current bat-item and the number of them in your possession.
- 3 Your bat-health.
- 4 The enemy's health bar.



not up or down, it can be tricky to keep your foe in front of you, but this was pretty inevitable. Although the basic baddies are a little samey, there are some wonderful mid- and end-of-level bosses, and the terrains add a whole new dimension to the battles. You may have fought hyena-head a dozen times,

but how do you cope when your back's against a health-draining spurt of steam? Throw in an exciting plot that unfolds in cartoon cut scenes and incredible graphics and animations, and you've got one of the best scrolling beat-'em-ups on the Game Boy.

ian osborne



## Trash It!

In *Batman of the Future* you can trash the scenery, sometimes finding goodies. Destroying control consoles is sometimes necessary too.



## power scores

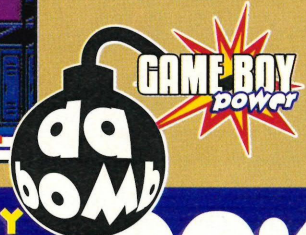
**uppers**  
Interesting plot  
Top visuals  
Exciting battles

## downers

Hard to keep your foe in front of you at times

## summary

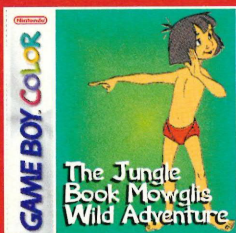
This is one top title. Bold, exciting, gripping – everything a game should be.



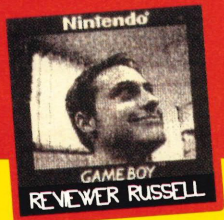
90%



**top tip** By tapping 'B' when Mowgli's walking, you can make him run. Jumping while running makes you go further and it looks cool too!



DAMAGE: ..... £24.99  
ON SALE: ..... NOVEMBER 2000  
WHO: ..... UBI SOFT  
TYPE: ..... PLATFORM GAME



# THE JUNGLE BOOK MOWGLI'S WILD ADVENTURE

Thirty-three years on, can the Game Boy recreate the Disney Classic?

## Race Me!

Every now and then you're challenged to a running race against a local big-cat. You have to avoid obstacles, jump gaps and even use time-release doors during your race, so keep your wits about you at all times!



## Wotz Where...

- 1 Mowgli (you).
- 2 Baddie.
- 3 Health remaining.
- 4 Action button.



Can you believe that none of us were born when *The Jungle Book* first appeared?! The film's one of our fave games, at least until Ubi Soft do it again! You can't beat a good platform game, but don't be expecting another Mario clone here - *The Jungle Book* uses some really cool tricks

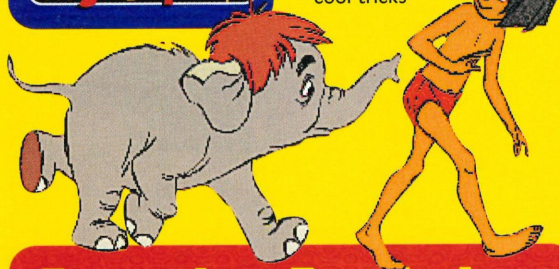
to take it head and shoulders above the run-of-the-mill platform slop we've seen recently. Playing the part of Mowgli, it's your task to jump and duck your way around five massive, multi-level jungle areas, meeting up with all the characters from the film in your quest to escape the evil clutches of Shere Khan. You know you're in for treat when the opening sequence kicks in, featuring some amazing quality snippets from the film. The music is nicely recreated for extra atmosphere too, and the quality of the graphics isn't far short of the film, with cool animation and



responsive, easy-to-handle controls. Mowgli can jump, duck, throw items, use switches and even hang onto platforms in true Lara style to aid his progress. The levels are beautifully detailed and all your friends and foes blend into the mix perfectly - cool!

learn as you go. Try throwing some bananas on the floor to lure the snake away from the platform you want to reach, then quickly run and jump to safety before it comes back - excellent! Even from about the third level of the first area, things start getting tricky. It's lucky the game uses an easy password system to save your progress. There's no way you could play through the game in one sitting as it gets really tough, but your batteries wouldn't last that long anyway!

*russell baines*



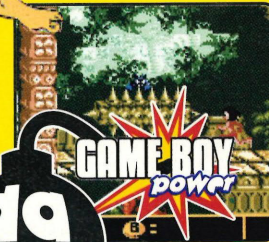
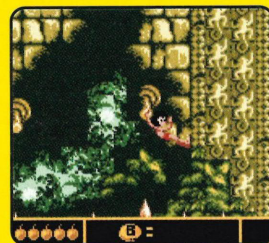
## Bouncing Pumba!

At some points during the game, you come across these cute little wild boar. They help you to reach really high platforms by jumping on their fat tummies, but first you have to lure them into position by throwing some food on the floor in the right place! Then it's up, up and away!



## king of the swingers...

There's lots to discover on your adventure, and lots of skills to



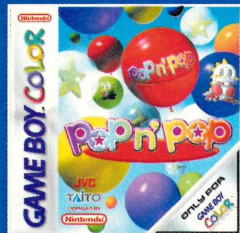
**power SCOREZ**

**uppers**  
Top graphics  
Easy controls  
Challenging

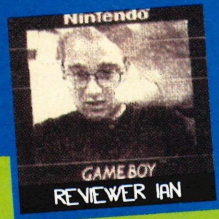
**downers**  
Gets tricky quickly  
Hard on batteries  
That's about it...

**summary**  
The Jungle Book's a classic in the platform stakes - just don't expect an easy ride!

**90%**



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... JVC  
TYPE: ..... PUZZLE GAME



# POP N' POP

The boyz from *Bubble Bobble* are back in a brilliant balloon-bustin' bonanza...

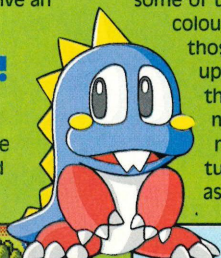
**P**op n' Pop has already wowed on other games machines. It's a puzzler that (for once) doesn't rip off *Tetris*. In fact, it's a little more like an upside-down *Columns* or *Dr Mario* but with a better level structure. Playing as one of the cute characters from *Bubble Bobble*, you move along the bottom of the screen carrying a couple of helium balloons. Burst the balloons hanging on the rapidly



descending cloud above you before they cross the red line, ending your game. Rotate the balloons you hold, then release them to float upwards and settle, groups of three similarly-coloured ones exploding with a pleasing pop. Balloons rise to fill gaps created by bursters, giving you the chance to make more threes. Some offer power-ups which might raise the cloud or give an extra life too.

always on your toes looking for ways of chaining balloon bursts. If you fail, either by miscalculating while going for points or missing the target as you release your balloons, you always blame yourself not the game, and that's how it should be. The graphics are cute and colourful, though it's sometimes difficult to tell the difference between some of the balloon colours, especially those with power-ups, and for once the background music doesn't make you want to turn it off as soon as you hear it.

**pop! pop!**  
**pop!**  
Pop n' Pop is a fantastic game. The levels are designed so cleverly you're



Our only major complaint about *Pop n' Pop* is the missing Puzzle Mode which graced the PlayStation version. Here you had a set number of balloons offered in a specific order to clear the cloud. Nothing was left to chance – it was 100 levels of pure thinking. Had they included this instead of the two two-player modes, it would certainly be *Da Bomb*, but even without it, it's a top game. If you like your puzzlers, buy it!

IAN OSBORNE

## The Boyz in the Bibs...

You've several characters on offer, all with their own movement and shooting speeds. Pick one that suits.



## Wotz Where...

- Match three balloons to make them pop. Clear the cloud before it reaches the ground.
- This end-of-level boss makes cloud fall faster.
- This is you. Rotate the balloons at whim before releasing them.
- Check here to see what balloons you get next.



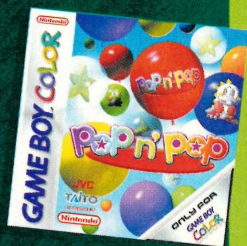
## COMPETITION!

### TWO COPIES OF POP N' POP MUST BE WON!

Now you know just how good *Pop n' Pop* is, we bet you'd love to win one, and you can – we have two to give away. To stand a chance of winning, just answer this simple question:

**Pop n' Pop features characters from which famous videogame?**

Answers on a postcard to: Take a Pop Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB



Entries which arrive after 10th December will be packed into hydrogen balloons and popped.

## power SCOREZ

**uppers**  
Brill puzzle action  
Features Bubble Bobble characters  
Thrilling

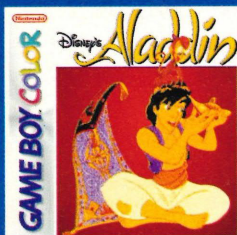
**downers**  
No Puzzle Mode

**SUMMARY**  
Top puzzling action from Taito – a brilliant game.

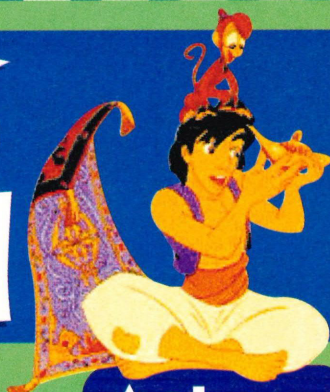
89%



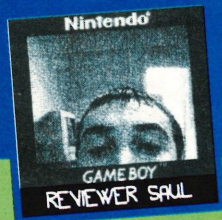
Make sure you explore the whole of a level as there's always lots to see and collect in little out-of-the-way areas. Watch out for baddies waiting to ambush you, though.



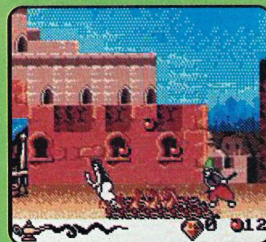
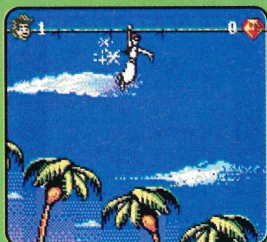
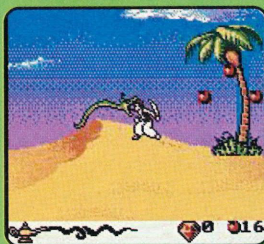
# DISNEY'S ALADDIN



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... UBI SOFT  
TYPE: ..... PLATFORM GAME



The classic Mega Drive platform romp makes a comeback, Game Boy style!



Jafar. All of the levels, spread over a massive eight areas, are brimming with traps, treasures and bad guys to duff up. That's even before you've thought about finding your way to the exit. You see, although the levels themselves aren't particularly huge, they're designed in a way that has you pulling your hair out. In a good way, though. Sometimes you can be playing a game that winds you up and all you want to do is smash your Game Boy to pieces and trade it in for a Neo Geo Pocket (well maybe not to that extent), but hitting a brick wall in *Aladdin* just makes you more

determined to work it out, which means you're glued to this game for an absolute age!

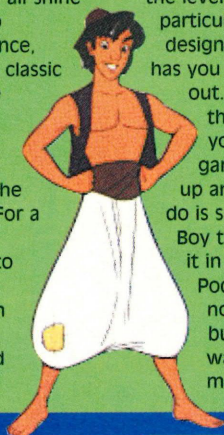
## JAPERY

We've come to expect some top graphical japes from Disney, and *Aladdin* is no different. There's a good variety in the scenery, with levels based in Agrabah market, the Sultan's dungeon and the desert to name but a few, and the characters that inhabit these areas all look the nutz. Especially the sword-carrying guards whose trousers fall down when

you hit them! The only problem with the graphics isn't about how they look ('cos they look wicked), it's about how they work. Often if you jump into an area that's got lots going on, the play might slow down or some characters might flicker or disappear. Still, this little problem doesn't ruin the fun. Which is what *Aladdin* is all about. It's a fast-paced and action-packed platformer with plenty of swashbuckling, rope-climbing and boss-bashing action thrown in for good measure, and you'd be a fool to miss out on it.

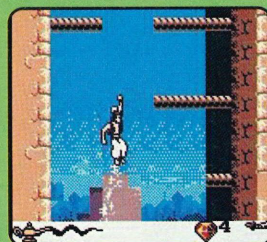
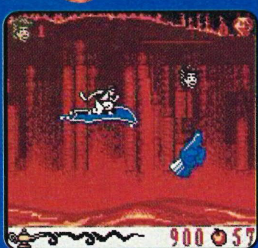
saul trewhern

Disney games are usually all shine and no substance, but this port of a classic Mega Drive game from eight years ago cannot be tarred (and feathered) with the same old brush. For a start, there's absolutely loads to do as you take control of Aladdin on his quest to find the lamp and defeat the evil



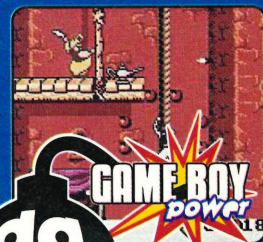
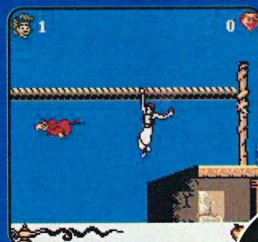
## Carpet City

In the days of Aladdin, carpets weren't just confined to sitting on the floor of your living room. Some of them had a life of their own, and they could even fly. So no *Aladdin* game would be complete without a trip on a magic carpet. Luckily, then, one of the levels sees you making full use of one. Cool!



## Up in Rope

Aladdin is one nimble fella. And he needs to be too, with lots of rope-climbing and jumping action required to get you through the wickedly-designed levels.



# power SCOREZ

## uppers

Superb graphics  
Highly addictive gameplay  
Easy to learn, fun to play

## downers

It's eight years old  
Annoying music  
Uh, that's it!

## SUMMARY

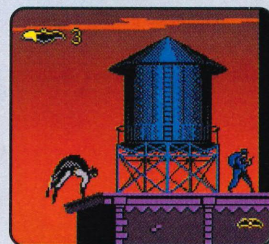
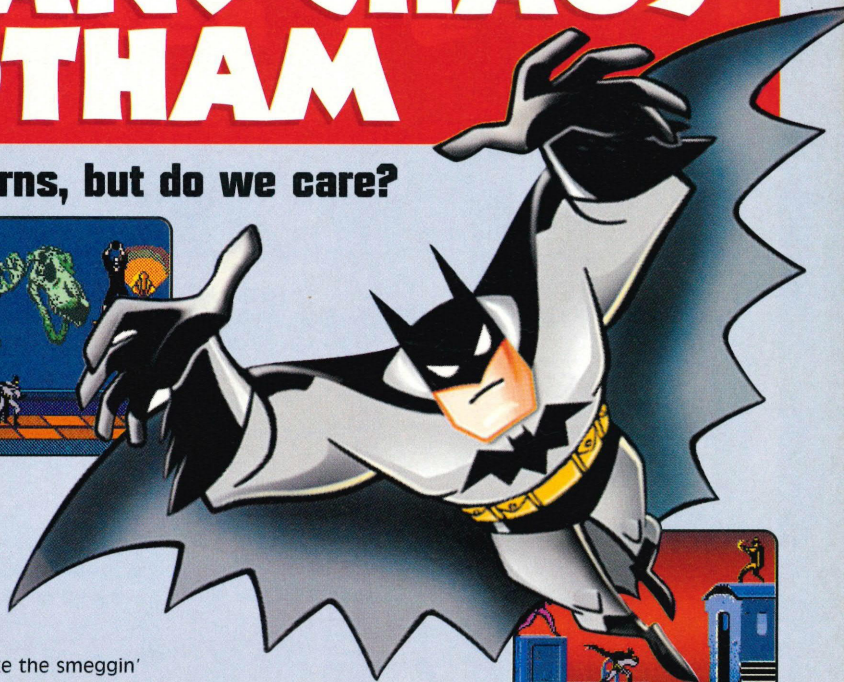
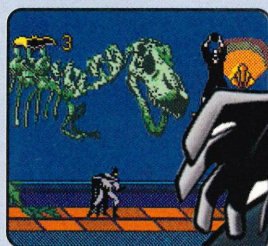
It may be a copy of an old game, but it's one of the best CBC platformers around.

# 91%



# BATMAN: CHAOS IN GOTHAM

The dark knight returns, but do we care?



wrong. The controls are incredibly sluggish, and never become instinctive. After you've died for the umpteenth time because you hit the 'B' button but Batface didn't jump in time, you just want to throw the cart into the nearest bat-bin. Right at the beginning there's a series of leaps across icy stepping stones that would be easy if the controls were up to scratch, but often send you to a watery death 'cos they're not. First time you see them,

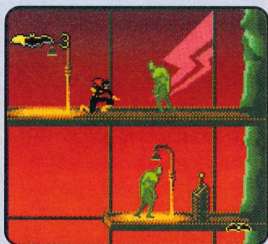
you'll probably just walk into the water anyway – it looks exactly like the smeggin' floor in the previous room. That's not the only time you get killed by something that looks totally innocent either. Frustrating or what?

**holy bat-garbage...**

*Batman: Chaos in Gotham* mixes platforming 'action' with beat-'em-up 'thrills', and gets neither right. One thing a platform game should never do is force the player to make leaps of faith, aiming for platforms he can't see. This one

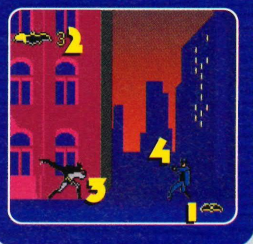
makes you do exactly that. You can't even stand still and scroll the screen up and down with the D-Pad like you can in most platformers. It's so claustrophobic it feels like the game was designed on a bigger screen and badly cut down for the Game Boy – maybe we should wait for the widescreen version. To cap it all, the fighting's abysmal too. Just run into a foe and blast the 'A' button until he falls. Repeat until you reach the end. Some of them shoot you, but you can't even see their bullets. Smeg or what? If the gameplay was as good as the visuals and the controls as good as the sonics, this would be a bat-tastic cart. They aren't, and this isn't.

ian osborne

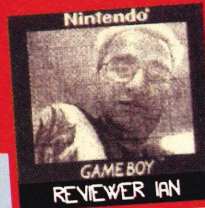


**Wotz Where...**

- 1 Currently-held weapon.
- 2 Your energy and remaining lives.
- 3 Batman.
- 4 A baddie.



DAMAGE: ..... £24.99  
ON SALE: ..... 1ST DECEMBER 2000  
WHO: ..... UBI SOFT  
TYPE: ..... ACTION GAME

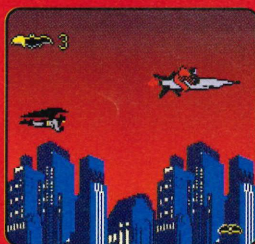


In atmosphere terms, this game gets everything right. The backgrounds are mean and moody, and entirely in keeping with the Batman cartoon series it's based on. The bat-like one moves well, his cape flowing as he sprints into battle, and the music's pretty good at setting the scene too. You can't fault the game's visuals or sonics. Unfortunately, in gameplay terms, it gets everything



**Do it in Style...**

There are a few stages which offer different styles to the standard platform fighter. Check out the driving and flying sub-levels...



**power scores**

**uppers**

Graphics  
Sound

**downers**

Dodgy fighting  
Poor platforming  
Terrible...

**summary**

Good graphics and sound, but bat-all else.

**35 %**



**top tip** If you want to get across the city quickly, don't run; swing. Get to the top of a building, jump and throw a web and keep swinging. Easy.



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... ACTIVISION  
TYPE: ..... PLATFORM GAME



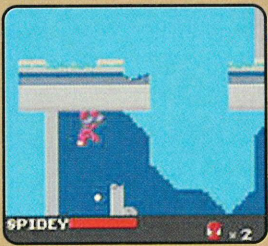
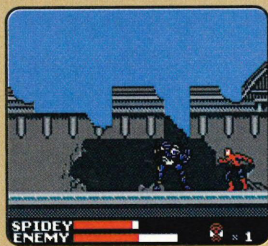
# SPIDER-MAN



Saul conquers his arachnophobia and takes the role of Spider-Man. But is Activision's new comic caper a web-slinger or web-stinker?

## Wotz Where...

- 1 Your energy bar.
- 2 Your foe's energy bar.
- 3 Lives remaining.
- 4 End-of-level boss!



**M**y spider-sense is tingling, but only 'cos this action-cum-platformer has incredibly fiddly controls. Still, having said this, *Spider-Man* has so many neat touches, action-packed moments, scary mutant creatures and cool colour graphics you still find yourself getting into the Marvel(ous) cartoon action at hand. In keeping with the comic-

book feel, *Spider-Man* starts with and is jam-packed full of comic cut sequences that take the form of static pictures with the story text underneath. I'd have liked to have seen speech bubbles to make this even more authentic, but it works well enough as it is. At the start, you're ordered to go and take some pictures of an incident at Dr Connor's lab. When you get to the lab, you find he's gone. As Spider-Man, your task is to fight a host of well known Marvel mutants in your search for Dr Connor.

beats the mutant scum that get in his way. You can go in and out of the different areas (most of which are massive) as you please, so there's lots of exploring for you to do. Luckily, the graphics are up there with the best of them. But unlucky, the fighting you constantly have to go through is soooo fiddly. The controls just don't seem to fit the fights, and you end up just bashing the buttons in hope. Still, there are some extra moves and weapons to discover on the way. As many good points as *Spider-Man* has, it's slightly let down by that fiddly control system. Still, if it's an action-packed, comic-book-inspired platform romp you're after, you can do a lot worse than hook up with this web-slinger.

## The Bad Boyz...

As well as the classic super villains you encounter, *Spider-Man* also has hordes of non-mutant enemies that need a spider-kicking all the same. These guys are the general meat-and-potatoes bad boyz you have to deal with almost constantly as you play the game. They include Led (carries a dangerous pipe), Bull (likes to charge at you), Starky (a nice line in knives), Ash (throws fire-bombs), Chain (very mysterious, you won't see him much) and Chi (an excellent martial artist).

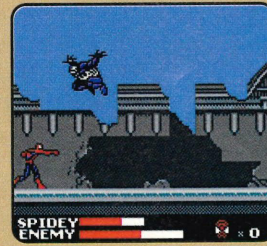
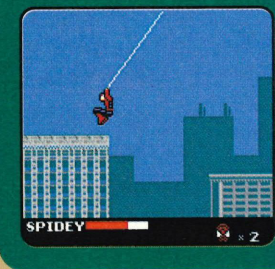
## Web Slinging

Spiderman has special web shooters attached to his wrists that fire a liquid that, once it hits the air, becomes a strong fibre. This can be used for swinging from platform to platform or building to building, as well as to trap your foe before walking up to him and giving him a kicking when he can't fight back. A bit unfair, but very useful as the fighting's so fiddly anyway.

## World Wide Webslinger

Instead of consisting of loads of different areas that make up levels, *Spider-Man* gets an almost free run of the entire city as he completes his tasks and

saul tiewerk



## power SCOREZ

**uppers**  
Huge areas to explore  
Cool web swinging/slinging action  
Excellent graphics

**downers**  
Fiddly fighting controls  
Combat becomes repetitive  
No speech bubbles

**summary**  
Spider-Man isn't a classic, but its fast-paced platform action and exploration is worth a look.

# 69%



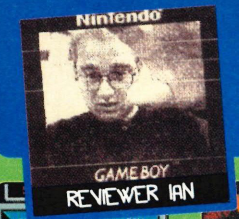
**top tip** If you can't get to a trapped worker, check your inventory (Select) - you might find something that helps...

reviews



# POWER RANGERS LIGHTSPEED RESCUE

DAMAGE: ..... £24.99  
ON SALE: ..... DECEMBER  
WHO: ..... THQ  
TYPE: ..... PLATFORM GAME



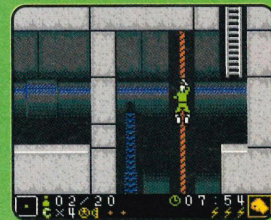
## Go go Power Rangers, or just go-go away?

**A**nd here's me thinking the Power Rangers craze died out years ago. Apparently it hasn't, and this surprisingly-good new game proves it. The graphics and animation won't embarrass Disney, but they're functional enough. The sounds are better than functional, but still nothing to write home about. What's really cool about

this game is the in-yer-face action. In a city divided into different sections, you can enter any you like and be faced with a series of three missions. These are Rescue, Battle and Megazord, always played in the same order for some reason. As well as punching the plasma out of foes, Power Rangers can use weapons and tools found during the levels. The items in the Rescue stages are especially cool, with

devices to cut cables, break doors, put out fires and more. It ain't easy either, so it should last you some time. In all, it's a pretty good game.

**ian osborne**



**power scores**

### uppers

- Choonz
- Accessible
- Good exploration

### downers

- Been done before
- Graphics only average

### SUMMARY

An average looker that plays really well.

# 79%

# Meet some new friends...

# Only £1.50



# POKÉMON MASTERS

The comic that's Poké packed with Pokémon fun, facts, puzzles, posters & information... All for a great pocket money price! On Sale 16.11.00

"Zagada! That's how Gorbulars say 'hello', and a Gorbular is what I am! Cron's the name, and from now on, I'm answering the Contacts letters.

It's been over a hundred years since I first came to Earth (we Gorbulars live a loooooong time). Being a hyper-intelligent mega-creature from another planet, I know an awful lot about games, but am still studying you strange human beings. To further my studies, I'm taking over this letters page - lucky me! Write and ask me anything you like, and I'll do my best to answer - I might get an insight into your human habits too!"



# CONTACT

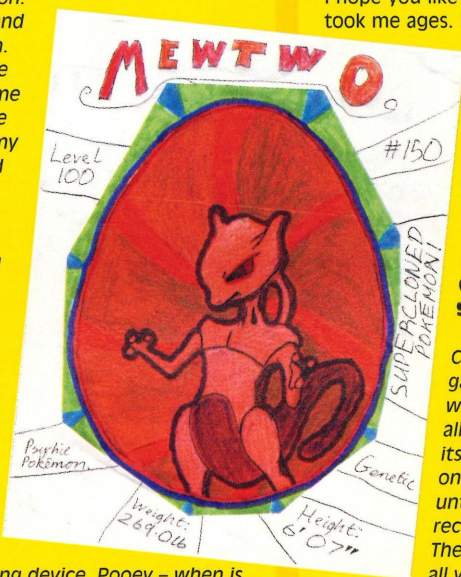
If you want to make Contact with our friendly neighbourhood alien, send your letters, pictures and bribes to **Contact, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB.** Every letter printed wins a Blaze Flexilight, with the Interstellar Star Letter also bagging an Xploder, an AC adaptor, rechargable battery pack, and two of the latest games from THQ. Don't forget to include your full postal address so we can beam down your prize.



Cron: Yes, they work fine on the Game Boy Color - that's what we used to take the reviewers' pictures on. You only get black and white shots, though. They wanted to take my pic with the Game Boy Camera, but the electrical spark on my antennae interfered with the shot. I looked like I'd got a light bulb on top of my head! Regarding Dropzone, you're a jet pack-equipped marine who's mission is to rescue a group of humans from Jupiter's second moon, 10. Alien warriors are determined to stop you - make sure you use your laser canon, strata bombs, and a cloaking device. Pooley - when is anyone gonna make a game where the aliens make friends with the humans? We're not all psychopaths, you know...

## POKÉMON PUZZLER

Dear CRON, I hope you like my drawing of Mewtwo - it took me ages. In Issue Four's letters page, you said Pokémon Gold and Silver wouldn't work on an original Game Boy. However, another magazine said they will work on GB and GBC. Please put me out of my misery and tell me whether to blow my Xmas and pocket money on a GBC to play Gold and Silver or not. Thank you. **Graham Yuke, Dundee, Scotland**



Cron: The latest news is that the games are indeed compatible with the original Game Boy after all - seems the big 'N' changed its mind about making it colour only. As the games aren't out until next year, though, we recommend getting a GBC anyway. They're well worth the groats, and all your non-colour Game Boy games work on it too.

## SNAP SHOT?

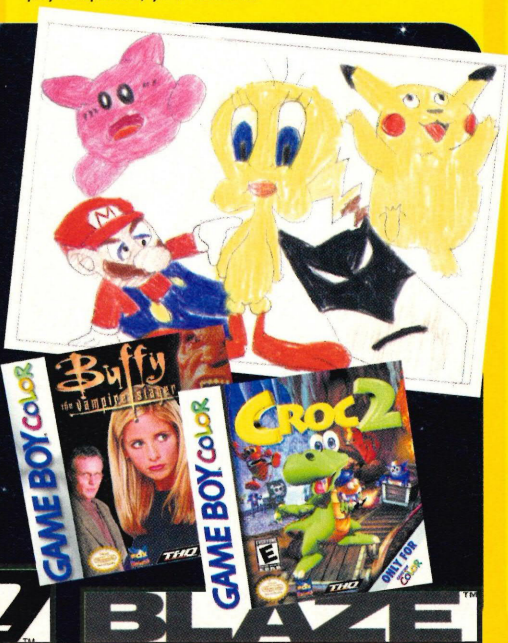
Dear CRON, I've had a GBC for two months now and I'm hooked. Could you please tell me whether the Game Boy Printer and the Game Boy Camera are compatible with the GBC before I splash out and find they don't work? Also, could you tell me what Dropzone is all about? I own the game, but the instructions were missing. Thanks for your time, and you're doing a really good job on your magazine. **Simon Moynes, Erith, Kent**



## YOU'RE OUT OF THIS WORLD!

Dear Cron, I was looking for a magazine to advise me on which Game Boy games to buy when I saw yours. It was definitely the best in the shop, and great value at £1.99, while the others were around £3. I'm glad I picked your mag 'cos it helped me so much in picking the right games. Anyway, here's a picture to show how grateful I am to you. **Penny Becroft, Hereford**

Cron: Glad you like the mag, Penny. Hope you like the new look as much as I like your picture too. I'd send you one of mine, but because Gorbular eyes see a wider colour spectrum than human peepers, half of it would be invisible!



## THE ART OF KART...

Dear CRON, It's great to see a magazine dedicated to all things Game Boy! The games coming out these days are just superb. Just one question. When Mario Kart Advance



comes out, will it be based on the original (SNES) version and have the more involving driving and racing or will they blow out and do the N64 version? Please, please the former!

**Laurence Gilbert, an elderly 34, Milton Keynes**

**Cron:** You know, Yoshi looks like a pet found on Gorbula. If he is indeed a Gorbulan moshia (for that is what they are called) he must be injured, 'cos a healthy moshia would levitate that cart and win every race flying over the heads of his opponents. From what we've seen of Mario Kart Advance so far (which isn't much), it seems closer to the SNES version, but isn't a clone of either.

### THE ART OF SLAYING

**Dear CRON,**  
I think your mag is brill and I also love Buffy the Vampire Slayer, so I drew this picture just for you.  
**Hannah McCaully, Surrey**



Wow - she's sooooo pretty! Thanks, Hannah - send us your address if you want your prize. I could find where you live by reading your mind, but that would be rude.

### LAP OF THE GODS

**Dear CRON,**  
I'm interested in Pokémon Yellow cheats for the Game Boy Color. I heard about getting to the Pokégods (whatever they are) and getting into the Orange League, both by beating the normal Pokémon league a number of times without losing once. Please tell me if these cheats work and how.  
**Andrew Shilling, Dublin, Ireland**

**Cron:** Dunno why you lot have such trouble catching 'em all. I just sit in a field and send out a sub-electronic signal from my antennae and they come to me. Check out Pokémon Yellow solution this issue for all the cheats we have.



That's all for this month. Write in and let us know what you think of the new-look mag. If you're printed, a prize will be beamed directly to your door!  
**AVROIS, Cron**



# G-FORCE!

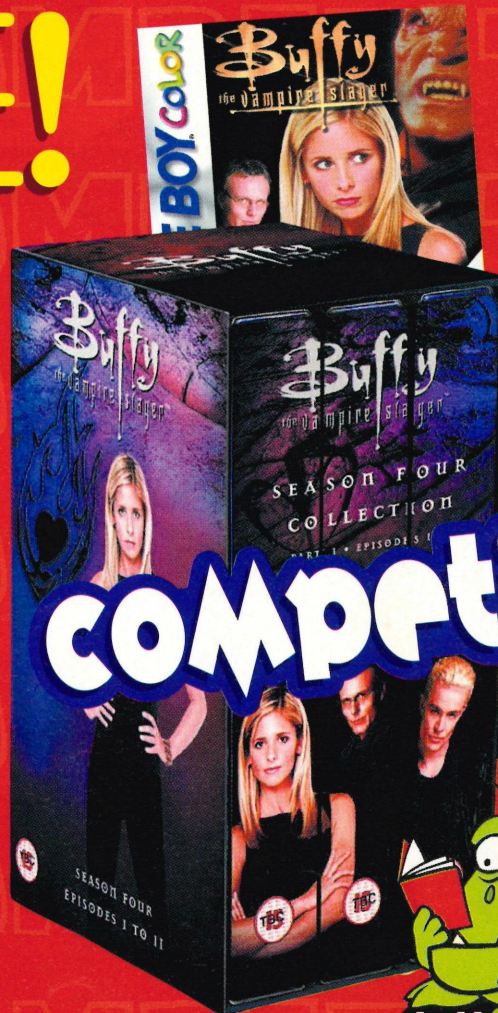
The THQ G-Club goes from strength to strength...



It's big, it's bold, it's happening and it's here! What is it? The THQ G-Club, a free Game Boy club with over 20,000 members. Every new member gets a free introductory pack, containing the latest G-Club Journal, a mystery free gift, stickers, a comic and access to the G-Club website ([www.gclub.net](http://www.gclub.net)) containing competitions, reviews, news, and all manner of cool stuff. The G-Club Journal is sent four times a year to all its members too. So how do you join? You can register on the web site or enrol through a G-Club advert or when you buy a G-Club game. Alternatively, you can enter the Game Boy Power G-Club competition...

We've teamed up with THQ to bring you a sizzling Buffy the Vampire Slayer G-Club compo. One lucky reader will win a boxed set of Buffy videos, Season Four, Part One and a Buffy the Vampire Slayer game. Four runners-up win a game, and all winners are automatically enrolled into the THQ G-Club. So how do you win? Simple - take a long, hard look at the G-Club gremlins here - that's them, in the bottom corner! They've infiltrated the mag and crop up on two pages other than this one. So where are they? Write and tell us! Answers on a postcard to G-Whiz Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH15 1SB. Entries which arrive after 10th December will be slain.

• Buffy the Vampire Slayer Season Four Part One is out now to buy from 20th Century Fox Home Entertainment.



# competition!



# bits & pieces

Our monthly grab-bag of goodies

**Competition Address**

Game Boy Power  
22 Strand Street  
Poole  
Dorset, BH15 1SB

Entries which arrive after 10th December will be ignored.

KIDZ  
BIZ

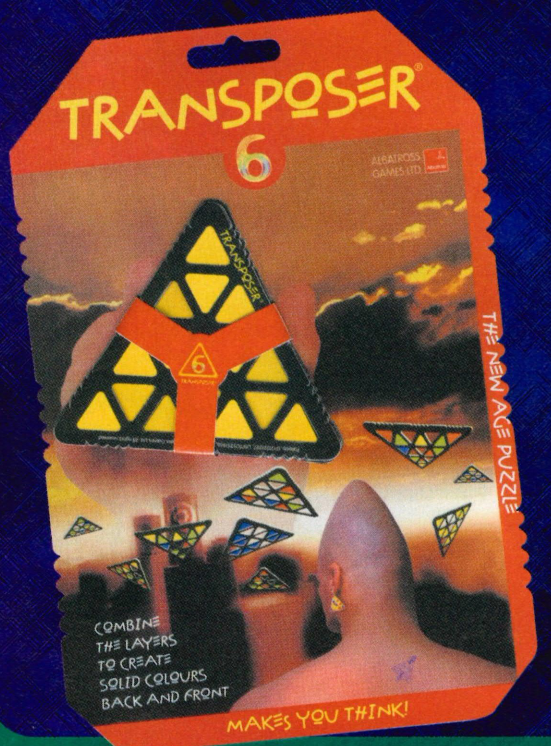
## Competition!

### TRANSPOSER 6

**T**his one's enough to drive you mental. Transposer 6 is a set of six multi-coloured triangles, each containing 16 small triangles. Some are coloured, some are cut out. Your task? To place the large triangles one on top of the other so both the top and bottom of the pile show a single colour. With 16-million combinations and four possible solutions, it will drive you bananas for months. The Transposer 6 costs a mere £2.99 in the shops, but we've got 12 of them to give away. To stand a chance of winning, just answer this phenomenally-simple question:

**How many different combinations are there in Transposer 6?**

Answers on a postcard to TRANSPOSER POSER Competition at the competition address elsewhere on this page.



### BXS EXTREME ROAD CHAMP FINGER BIKES

**B**ored with finger-boards? Check out BXS Extreme road Champ Finger Bikes. Each miniature bike is a faithful reproduction of a genuine BMX, with hand grips, handlebars, steering and forks. Seats and wheels are interchangeable. Also available are some cool accessory packs, offering vertical ramps, park benches, stairs, rails and more. At last you can pull off all the same stunts as the pros without falling off and smashing your face in!



### POKÉMON RADIO PALS

**H**ere's a cute new way to listen to some happenin' choonz. Pokémon Radio Pals feature a fully-functional FM radio, a clip to attach it to your belt, backpack or wherever, and a set of earphones. Best of all, there's a cuddly Pikachu, Squirtle or Charmander on top of each one! Pokémon Radio Pals cost £9.99 from all good toy stores.

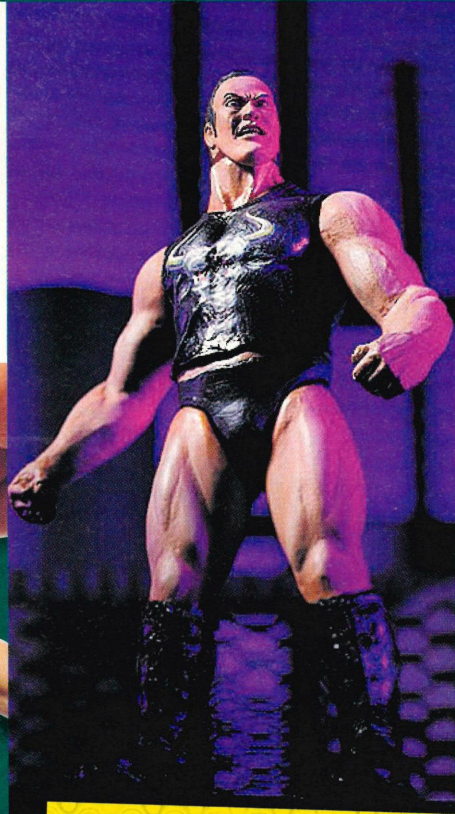
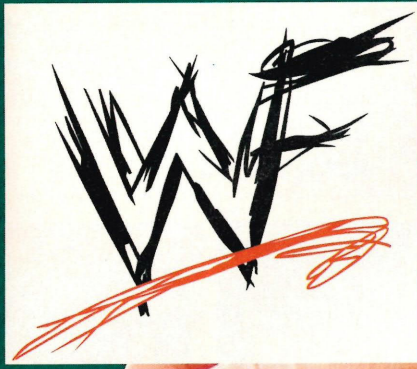
# competition!

## YAHOO.CAM

**T**he problem with digital cameras is they're just too expensive. Unless you're made of money or seriously into web design, there's no point buying a digital camera for around three times as much as its ordinary counterpart. That's where Tiger Electronics' Yahoo.Cam comes in. It costs only £69.99 (very cheap for a digital), stores up to 12 pictures at a time which you can download to your PC or e-mail to friends, functions as a web cam and even has a built-in sensor, meaning you can use it as a security camera. What's more, we've got one to give away. To stand a chance of winning, just answer this simple question:

**How many pictures can be stored on the Yahoo.Cam?**

Answers on a postcard to SNAP-HAPPY CHAPPY COMPETITION at the competition address.



### BACK-TALKIN' CRUSHERS

**I**t's wrasslin' time with these hot action figures from Jakks Pacific. These superstar bone-benders do more than pose. Twist their arms and knot their legs and they scream over 30 actual phrases used by the WWF wrestler they're modelled on. For example, The Rock (curiously minus his tattoo) bellows, 'You can't hurt the rock's neck' when you twist his head. Look out too for 'Hey jabroni', 'You can't hurt the people's champ' and 'The rock smells trash'. Other grapplers include Stone Cold Steve Austin ('That's the bottom line'), Big Show ('It's show time') and The Undertaker ('You're smashing the Lord of Darkness').

### PSA PLAY 120

**N**ow here's a weird one. The Nike PSA Play 120 is a watch with a built-in personal stereo. Using a PC, you can download up to two hours of music onto the watch from CDs or the Internet, plug in your headphones and listen away. The PSA never skips tracks or whirrs annoyingly in the middle of your fave choon, so it's ace for jogging. Startling innovation or technology for its own sake? You decide, but at £269 a throw it certainly isn't cheap...





Shoot-'em-up fans rave about R-Type DX. Find it second hand and you can get it for around £14.99.



# HANDS ON!

Wanna know what's top and what's smeg? Check out our guide to almost every Game Boy Color game currently doing the rounds...

<b>1942</b> 70%	<b>720°</b> 40%	<b>ALFRED'S ADVENTURE</b> 86%	<b>ALL-STAR BASEBALL 2000</b> 75%	<b>ALL-STAR BASEBALL 2001</b> 76%	<b>ALL-STAR TENNIS 2000</b> 80%	<b>ANTZ</b> 79%
<b>ARMORINES: PROJECT SWARM</b> 60%	<b>ARMY MEN</b> 76%	<b>ARMY MEN 2</b> 82%	<b>ASTERIX: SEARCH FOR DOGMATIX</b> 64%	<b>ASTEROIDS</b> 80%	<b>AUSTIN POWERS: OH BEHAVE</b> 30%	<b>AUSTIN POWERS: WELCOME...</b> 22%
<b>AZURE DREAMS</b> 67%	<b>BABE AND FRIENDS</b> 68%	<b>BALLISTIC</b> 80%	<b>BARBIE FASHION PACK GAMES</b> 50%	<b>BARBIE: OCEAN DISCOVERY</b> 60%	<b>BASS MASTERS CLASSIC</b> 53%	<b>BATTLESHIP</b> 70%
<b>BATTLETANK</b> 38%	<b>BEAUTY AND THE BEAST</b> 58%	<b>BILLY BOB'S HUNTIN' &amp; FISHTIN'</b> 80%	<b>BLACK BASS LURE FISHING</b> 45%	<b>BLASTER MASTER: ENEMY BELOW</b> 67%	<b>BOARDER ZONE</b> 73%	<b>BUBBLE BOBBLE CLASSIC</b> 90%
<b>BUGS AND LOLA</b> 70%	<b>BUG'S LIFE, A</b> 49%	<b>BUGS BUNNY IN CRAZY CASTLE 3</b> 73%	<b>BUGS BUNNY IN CRAZY CASTLE 4</b> 78%	<b>BUST-A-MOVE 4</b> 91%	<b>CAESAR'S PALACE 2</b> 27%	<b>CARMAGEDDON</b> 35%
<b>CASPER</b> 59%	<b>CATWOMAN</b> 40%	<b>CATZ/DOGZ</b> 43%	<b>CENTPEDE</b> 60%	<b>CHASE HQ: SECRET POLICE</b> 70%	<b>CHESSMASTER, THE</b> 89%	<b>CONKER'S POCKET TALES</b> 80%
<b>CONSTRUCTION ZONE</b> 19%	<b>COOL BRICKS</b> 82%	<b>CRAZY BIKERS</b> 85%	<b>CROC</b> 40%	<b>CROSS COUNTRY RACING</b> 39%	<b>DAFFY DUCK: FOUL PLAY</b> 67%	<b>DAIKATANA</b> 93%
<b>DAVID O'LEARY TOTAL SOCCER</b> 88%	<b>DÉJÀ VU I &amp; II</b> 87%	<b>DISNEY'S DINOSAUR</b> 43%	<b>DRAGON WARRIOR MONSTERS</b> 91%	<b>DRIVER</b> 88%	<b>DROPZONE</b> 83%	<b>DUKE NUKEM</b> 70%





Want a blast from the past? That old classic Space Invaders will only set you back a penny shy of £13.



**EARTHWORM JIM: MENACE TO THE GALAXY**  
75%

**ECW Hardcore Revolution**  
30%

**EVEL KNIEVEL**  
73%

**F1 RACING CHAMPIONSHIP**  
76%

**F1 WORLD GRAND PRIX**  
65%

**F-16 THUNDERSTRIKE**  
49%

**FIFA 2000**  
20%

**FINAL FANTASY ADVENTURE**  
96%

**FORMULA ONE 2000**  
59%

**FROGGER**  
80%

**GAME & WATCH GALLERY 2**  
88%

**GAME & WATCH GALLERY 3**  
90%

**GAMES FRENZY**  
40%

**GEX: ENTER THE GECKO**  
82%

**GEX 3: DEEP POCKET GECKO**  
80%

**GODZILLA: THE SERIES**  
60%

**GHOSTS 'N' GOBLINS**  
85%

**GOLDEN GOAL**  
70%

**in focus**  
**GEX: DEEP POCKET GECKO**  
Platform Game  
This little number takes everyone's fave lizard onto the small screen without losing any of his subtle charms. His tail-flicking, tongue-grabbing antics are there, and all brilliantly animated. A very credible platformer indeed.

**GRAND THEFT AUTO**  
89%

**HEROES OF MIGHT AND MAGIC**  
87%

**HEXCITE**  
80%

**HOLLYWOOD PINBALL**  
59%

**HOT WHEELS STUNT TRACK DRIVER**  
47%

**HYPE THE TIME QUEST**  
78%

**INTERNATIONAL KARATE 2000**  
89%

**ISS PRO '99**  
74%

**JIM HENSON'S MUPPETS**  
49%

**JOUST/DEFENDER**  
88%

**KEN GRIFFEY JR'S SLUGFEST**  
45%

**KLAX**  
89%

**KLUSTER**  
67%

**KNOCKOUT KINGS**  
89%

**KONAMI GB COL VOL 1**  
73%

**KONAMI GB COL VOL 2**  
80%

**KONAMI GB COL VOL 3**  
75%

**KONAMI GB COL VOL 4**  
70%

**LE MANS 24 HOURS**  
42%

**LEMMINGS**  
93%

**LOGICAL**  
67%

**LOONEY TUNES**  
70%

**LOONEY TOONS: CARROT CRAZY**  
80%

**LOONEY TOONS COLL: MARTIAN ALERT**  
87%

**MADDEN NFL 2000**  
78%

**MAGICAL DROP**  
68%

**MAGICAL TETRIS CHALLENGE**  
80%

**MARBLE MADNESS**  
19%

**MARIO GOLF**  
96%

**MASK OF ZORRO**  
40%

**MEN IN BLACK**  
27%

**METAL GEAR SOLID**  
95%

**MICKY'S RACING ADVENTURE**  
83%

**MICRO MACHINES 1 & 2: TWIN TURBO**  
90%

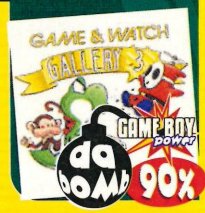
**MICROSOFT PUZZLE COLLECTION**  
40%

**MISSILE COMMAND**  
50%

**in focus**

**GAME & WATCH GALLERY 3**

Compilation  
This little package features classic and updated versions of five old LCD pocket games, including Donkey Kong Jr and Mario Bros. Sure they're simple, but they bring back sooooo many memories...



**in focus**

**KONAMI GB COLLECTIONS VOL 1 & 2**

Compilations  
The games included in the first two Konami collections are:  
Vol 1: Castlevania, Gradius, Probotector, Konami Racing.  
Vol 2: Parodius, Block Game, Track & Field, Frogger.





After a copy of Chessmaster? On the second-hand shelves, you can get it for £12.99.



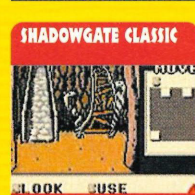
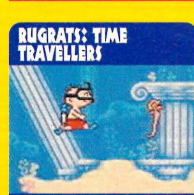
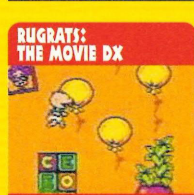
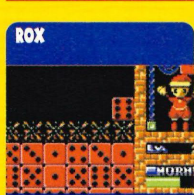
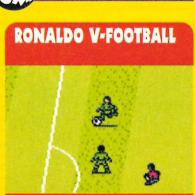
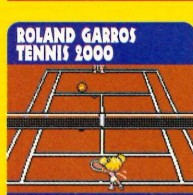
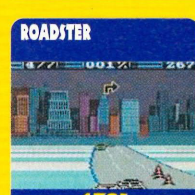
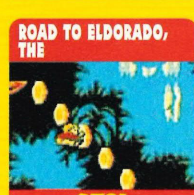
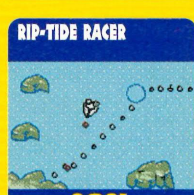
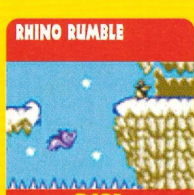
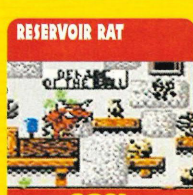
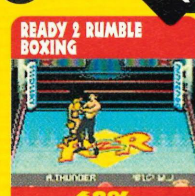
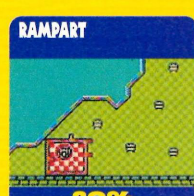
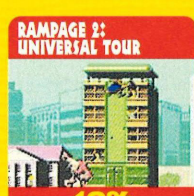
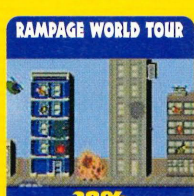
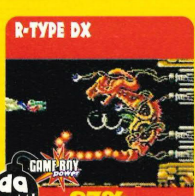
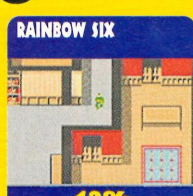
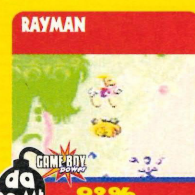
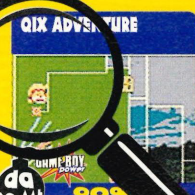
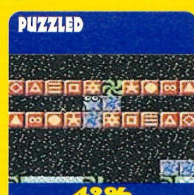
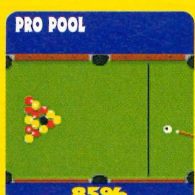
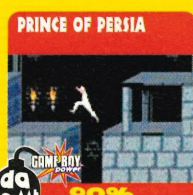
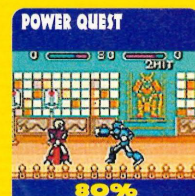
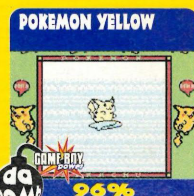
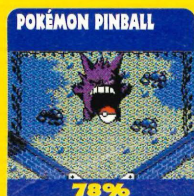
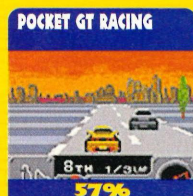
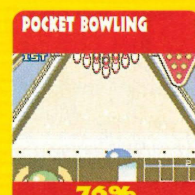
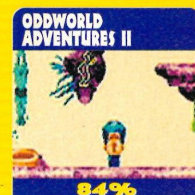
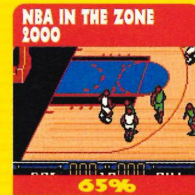
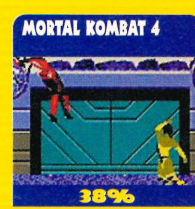
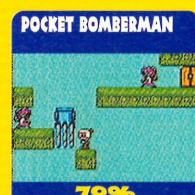
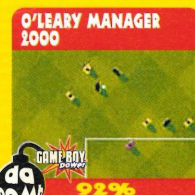
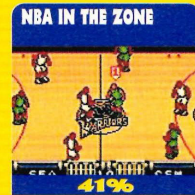
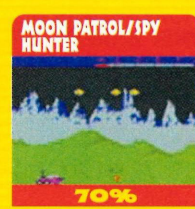
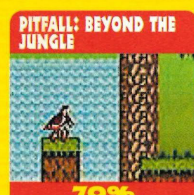
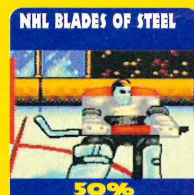
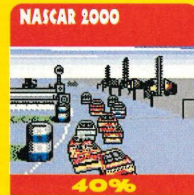
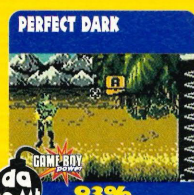
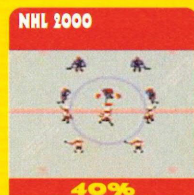
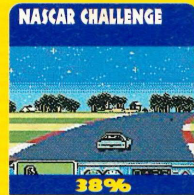
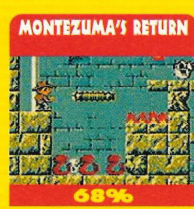
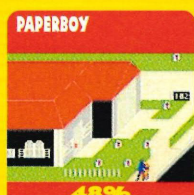
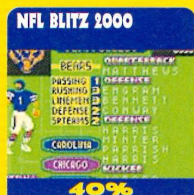
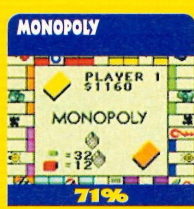
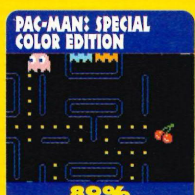
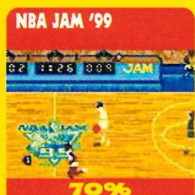
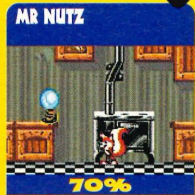
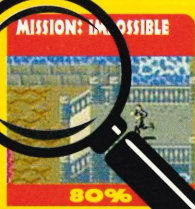
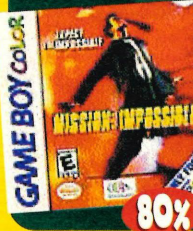
## in focus



### MISSION: IMPOSSIBLE

Action Game

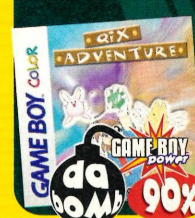
This one features great graphics and animation, but it's blimmin' hard. Completing a level is satisfying, but it's really only recommended for the hardcores who whiz through their games with ease.



## in focus

### QIX ADVENTURE

Retro Update  
Qix was always a classy little number. Its land-grabbing antics thrilled at the dawn of videogames, and this classy updates with original and additional modes, proves there's life in the old dog yet.





Looking for Klax? This old Atari classic comes in at £12.99, second hand.



**in focus**

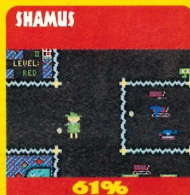
**STREET FIGHTER ALPHA**

Beat-'em-up

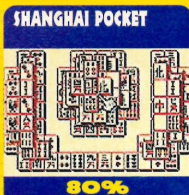
This game goes toe to toe with International Karate 2000 for the title of the best Game Boy fighter on the shelves. It's converted to the two-button Game Boy surprisingly well, with a tap for a fast attack and a long press for a strong blow.



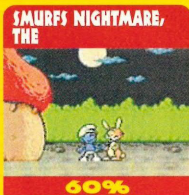
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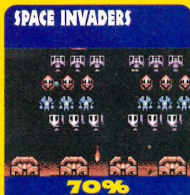
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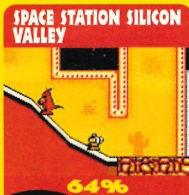
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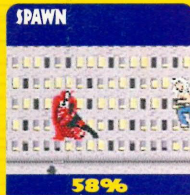
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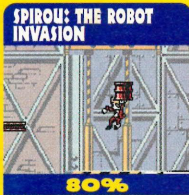
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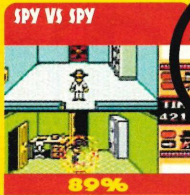
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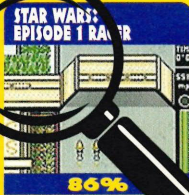
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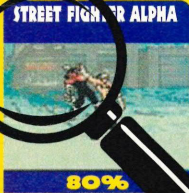
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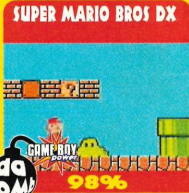
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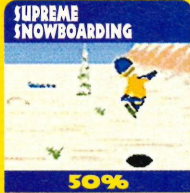
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**in focus**

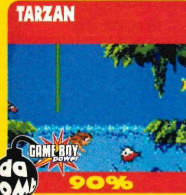
**STAR WARS EP 1: RACER**

Driving Game

The top-down perspective makes this one a very satisfying racer. Graphical prowess is traded for speed, and winning your foe's pods gives a good sense of progression. Pity you only race one opponent at a time, though...



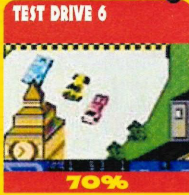
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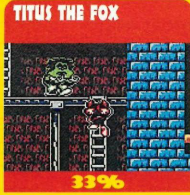
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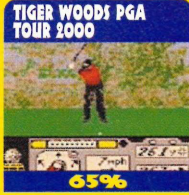
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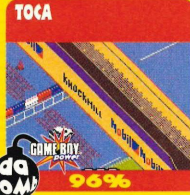
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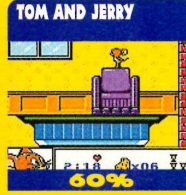
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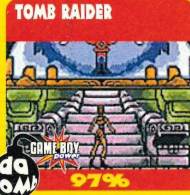
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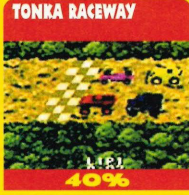
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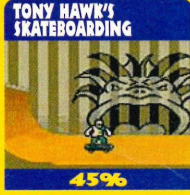
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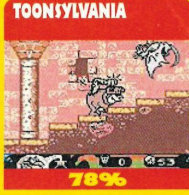
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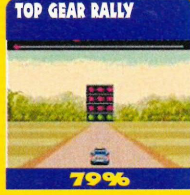
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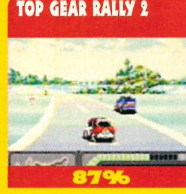
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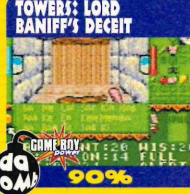
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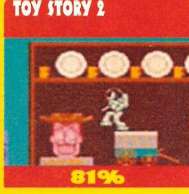
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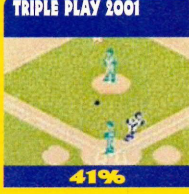
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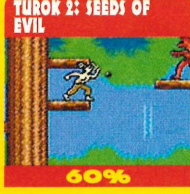
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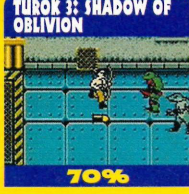
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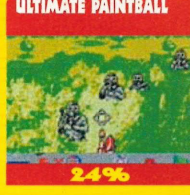
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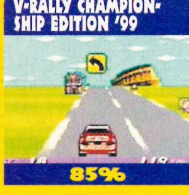
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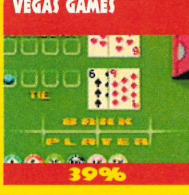
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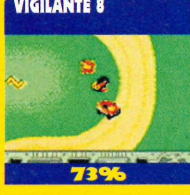
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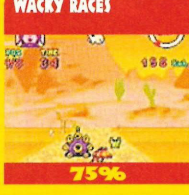
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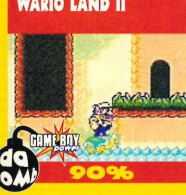
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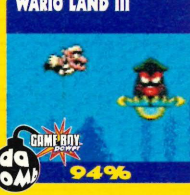
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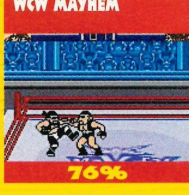
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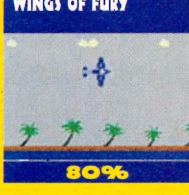
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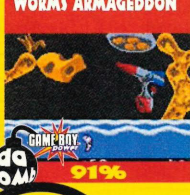
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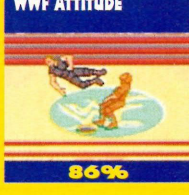
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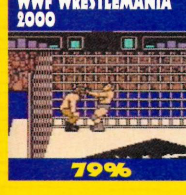
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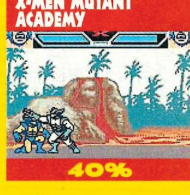
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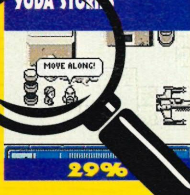
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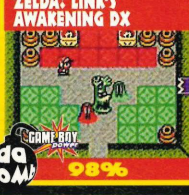
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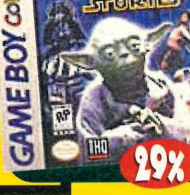
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**in focus**

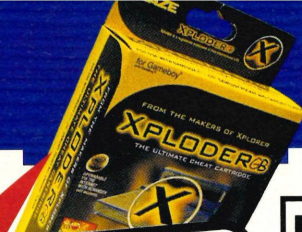
**YODA STORIES**

Action Game

This game gets just about everything wrong. Lousy graphics, terrible animation, embarrassing gameplay and controls that are shot to ribbons. It's a complete joke, and one of the worst Game Boy games ever.



29%



# XPLODER<sup>GB</sup>

# xplosion

XPLODER<sup>GB</sup>

## BLAZE

**XPLODER<sup>GB</sup>**  
CODELINE  
THE LATEST XPLODER CHEAT CODES  
**0900 7779757**  
LINES OPEN 10AM-6PM MON-FRI 9AM-5PM SAT-SUN

It's not the Game Boy's best-selling peripheral for nothing! The Blaze Xploder is one handsome piece of kit, giving you the chance to bust open your fave games using the codes printed every month in Game Boy Power, on the Blaze hotline (0900 7779757) and on the Xploder web site ([www.Xploder.net](http://www.Xploder.net)). Don't delay - cheat today...



### POKÉMON PINBALL

**Infinite balls/rounds**  
0D289DED  
**Infinite Again Mode**  
0D60D4ED  
**Infinite time (Catch 'em Mode)**  
0D263E96  
**Infinite dual Pikachu kickback**  
0D4AE896  
**A lot of points each round**  
0D268DED  
**Ball saver is always on**  
0D2049ED  
0D20BD96  
0D202CED  
0D20A1ED  
**Always have Pokéball**  
0D221EED  
**Always have Great Pokéball**  
0D231EED  
**Always have Ultra Pokéball**  
0D241EED  
**Always have Master Pokéball**  
0D261EED  
**Always catch Pokémon:**  
**Bulbasaur**  
0D210B96  
**Ivysaur**  
0D220B96  
**Venusaur**  
0D230B96  
**Charmander**  
0D240B96  
**Charmeleon**  
0D260B96  
**Charizard**  
0D260B96  
**Squirtle**  
0D270B96

**Wartortle**  
0D280B96  
**Blastoise**  
0D290B96  
**Caterpie**  
0D2A0B96  
**Metabod**  
0D2B0B96  
**Butterfree**  
0D2C0B96  
**Weedle**  
0D2D0B96  
**Kakuna**  
0D2E0B96  
**Beedrill**  
0D2F0B96  
**Pidgey**  
0D300B96  
**Pigeotto**  
0D310B96  
**Pigeot**  
0D320B96  
**Rattata**  
0D330B96  
**Raticate**  
0D340B96  
**Spearow**  
0D350B96  
**Fearow**  
0D360B96  
**Ekans**  
0D370B96  
**Arbok**  
0D380B96  
**Pikachu**  
0D390B96  
**Raichu**  
0D3A0B96  
**Sandshrew**  
0D3B0B96  
**Sandslash**  
0D3C0B96  
**Nidoran (F)**  
0D3D0B96  
**Nidorina**  
0D3E0B96  
**Nidoqueen**  
0D3F0B96  
**Nidoran (M)**  
0D400B96  
**Nidorino**  
0D410B96  
**Nidoking**  
0D420B96  
**Squirtle**  
0D430B96

**Clefable**  
0D440B96  
**Vulpix**  
0D450B96  
**Ninetales**  
0D460B96  
**Jigglypuff**  
0D470B96  
**Wigglytuff**  
0D480B96  
**Zubat**  
0D490B96  
**Golbat**  
0D4A0B96  
**Oddish**  
0D4B0B96  
**Gloom**  
0D4C0B96  
**Vileplume**  
0D4D0B96  
**Paras**  
0D4E0B96  
**Parasect**  
0D4F0B96  
**Venonat**  
0D500B96  
**Venomoth**  
0D510B96  
**Diglett**  
0D520B96  
**Dugtrio**  
0D530B96  
**Meowth**  
0D540B96  
**Persian**  
0D550B96  
**Psyduck**  
0D560B96  
**Golduck**  
0D570B96  
**Mankey**  
0D580B96  
**Primeape**  
0D590B96  
**Growlithe**  
0D5A0B96  
**Arcanine**  
0D5B0B96  
**Poliwhag**  
0D5C0B96  
**Polwhirl**  
0D5D0B96  
**Poliwrath**  
0D5E0B96  
**Abra**  
0D5F0B96

**Kadabra**  
0D600B96  
**Alakazam**  
0D610B96  
**Machop**  
0D620B96  
**Machoke**  
0D630B96  
**Machamp**  
0D640B96  
**Bellsprout**  
0D650B96  
**Weepinbell**  
0D660B96  
**Victreebell**  
0D670B96  
**Tentacool**  
0D680B96  
**Tentacruel**  
0D690B96  
**Geodude**  
0D6A0B96  
**Graveler**  
0D6B0B96  
**Golem**  
0D6C0B96  
**Ponyta**  
0D6D0B96  
**Rapidash**  
0D6E0B96  
**Slowpoke**  
0D6F0B96  
**Slowbro**  
0D700B96  
**Magnemite**  
0D710B96  
**Magneton**  
0D720B96  
**Farfetch'd**  
0D730B96  
**Doduo**  
0D740B96

**Dodrio**  
0D750B96  
**Seel**  
0D760B96  
**Dewgong**  
0D770B96  
**Grimer**  
0D780B96  
**Muk**  
0D790B96  
**Shelder**  
0D7A0B96  
**Cloyster**  
0D7B0B96  
**Gastly**  
0D7C0B96  
**Haunter**  
0D7D0B96  
**Gengar**  
0D7E0B96  
**Onix**  
0D7F0B96  
**Drowzee**  
0D800B96  
**Hypno**  
0D810B96  
**Krabby**  
0D820B96  
**Kingler**  
0D830B96  
**Voltorb**  
0D840B96  
**Electrode**  
0D850B96  
**Exeggcute**  
0D860B96  
**Exeggutor**  
0D870B96  
**Cubone**  
0D880B96  
**Marowak**  
0D890B96

**Hitmonlee**  
0D8A0B96  
**Hitmoncham**  
0D8B0B96  
**Lickitung**  
0D8C0B96  
**Koffing**  
0D8D0B96  
**Weezing**  
0D8E0B96  
**Rhyhorn**  
0D8F0B96  
**Rhydon**  
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**Chansey**  
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**Tangela**  
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**Kangaskhan**  
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**Horsea**  
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**Seadra**  
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**Goldeen**  
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**Seaking**  
0D970B96  
**Saryu**  
0D980B96  
**Starmie**  
0D990B96  
**Mr Mime**  
0D9A0B96  
**Scyther**  
0D9B0B96  
**Jynx**  
0D9C0B96  
**Electabuzz**  
0D9D0B96  
**Magmar**  
0D9E0B96

**Pinsir**  
0D9F0B96  
**Tauros**  
0DA00B96  
**Magikarp**  
0DA10B96  
**Gyarados**  
0DA20B96  
**Lapras**  
0DA30B96  
**Ditto**  
0DA40B96  
**Eevee**  
0DA50B96  
**Vaporeon**  
0DA60B96  
**Jolteon**  
0DA70B96  
**Flareon**  
0DA80B96  
**Porygon**  
0DA90B96  
**Omanyte**  
0DA10B96  
**Omastar**  
0DAB0B96  
**Kabuto**  
0DAC0B96  
**Kabutops**  
0DAD0B96  
**Aerodactyl**  
0DAE0B96  
**Snorlax**  
0DAF0B96  
**Articuno**  
0DB00B96  
**Zapdos**  
0DB10B96  
**Moltres**  
0DB20B96  
**Dratini**  
0DB30B96

**Dragonair**  
0DB40B96  
**Dragonite**  
0DB50B96  
**Mewtwo**  
0DB60B96  
**Mew (Note)**  
0DB70B96  
Note: Mew will be announced as 'not caught' at the result screen, but you will have it in your Pokedex.

### PERFECT DARK

**Infinite health**  
0D488B6E  
**Infinite Falcon 2 ammo**  
0D2B677E  
**Infinite MG1-16G ammo**  
0D305C7E  
**Fire Shotgun ammo**  
0D216A6E  
**Fire RailGun ammo**  
0D226A6E  
**Fire MG1 ammo**  
0D236A6E  
**Fire MP ammo**  
0D246A6E  
Note: Game crashes very easy with these codes.



## BLAZE XPLODER BONANZA!

It's time for a Blaze bumper bag once more, with an Xploder cart, a Flexilight, a Light Magnifier, an AC Adapter/Power Pack, Link Cable and Stand-Alone Power Pack up for grabs. If you want to win (and who doesn't?), just answer this simple question:

**What's the number of Blaze's Xploder telephone hotline (check the top of the page for clues)?**

Answers on a postcard to: Xploder Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB. Entries which arrive after December 10th will be rolled into tubes, painted red and disguised as dynamite.





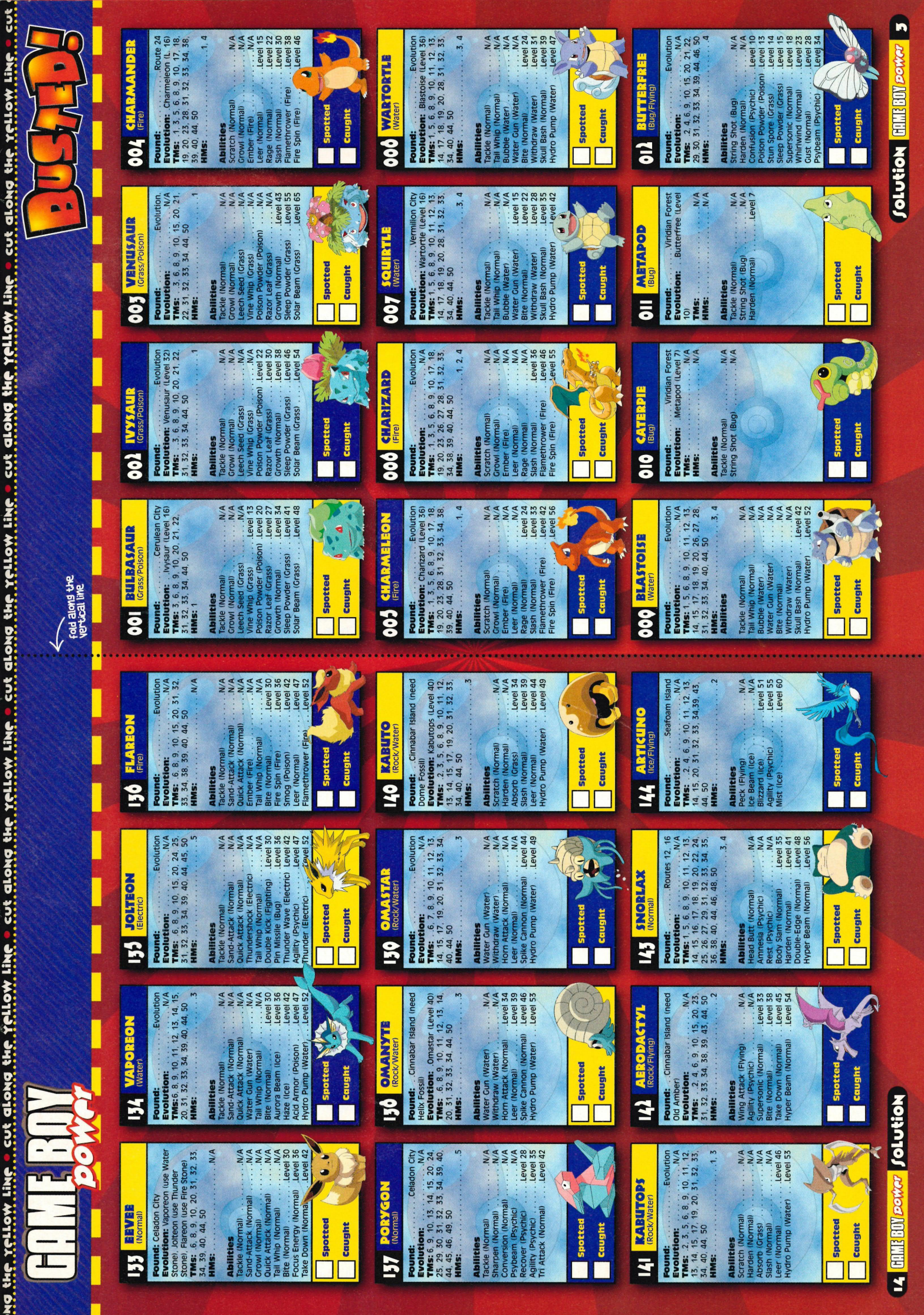












fold along the vertical line

cut along the yellow line

**133 Eevee** (Normal)  
**Found:** Celadon City  
**Evolution:** Vaporeon (use Water Stone), Jolteon (use Thunder Stone), Flareon (use Fire Stone)  
**TMs:** 6, 8, 9, 10, 20, 31, 32, 33, 34, 39, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Sand-Attack (Normal) ... N/A, Quick-Attack (Normal) ... N/A, Water Gun (Water) ... N/A, Tail Whip (Normal) ... N/A, Bite (Normal) ... Level 30, Aurora Beam (Ice) ... Level 36, Haze (Ice) ... Level 42, Acid Armor (Poison) ... Level 47, Hydro Pump (Water) ... Level 52  
 Spotted  Caught

**134 Vaporeon** (Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 6, 8, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 33, 34, 39, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Sand-Attack (Normal) ... N/A, Quick-Attack (Normal) ... N/A, Water Gun (Water) ... N/A, Tail Whip (Normal) ... N/A, Bite (Normal) ... Level 30, Aurora Beam (Ice) ... Level 36, Haze (Ice) ... Level 42, Acid Armor (Poison) ... Level 47, Hydro Pump (Water) ... Level 52  
 Spotted  Caught

**135 Jolteon** (Electric)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 6, 8, 9, 10, 15, 20, 24, 25, 31, 32, 33, 34, 39, 40, 44, 45, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Sand-Attack (Normal) ... N/A, Quick-Attack (Normal) ... N/A, Thunder Shock (Electric) ... N/A, Tail Whip (Normal) ... N/A, Bite (Normal) ... Level 30, Pin Missile (Fire) ... Level 36, Thunder Wave (Electric) ... Level 42, Agility (Psychic) ... Level 47, Thunder (Electric) ... Level 52  
 Spotted  Caught

**136 Flareon** (Fire)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 6, 8, 9, 10, 15, 20, 31, 32, 33, 34, 38, 39, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Sand-Attack (Normal) ... N/A, Quick-Attack (Normal) ... N/A, Ember (Fire) ... N/A, Tail Whip (Normal) ... N/A, Bite (Normal) ... Level 30, Fire Spin (Fire) ... Level 36, Smog (Poison) ... Level 42, Leer (Normal) ... Level 47, Flamethrower (Fire) ... Level 52  
 Spotted  Caught

**137 Porygon** (Normal)  
**Found:** Celadon City  
**Evolution:** ...  
**TMs:** 6, 9, 10, 13, 14, 15, 20, 24, 25, 29, 30, 31, 32, 33, 34, 39, 40, 44, 45, 46, 49, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Sharpen (Normal) ... N/A, Conversion (Normal) ... N/A, Psybeam (Psychic) ... Level 39, Recover (Psychic) ... Level 28, Agility (Psychic) ... Level 35, Tri-Attack (Normal) ... Level 42  
 Spotted  Caught

**138 Omastar** (Rock/Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Water Gun (Water) ... N/A, Withdraw (Water) ... N/A, Horn Attack (Normal) ... Level 34, Leer (Normal) ... Level 39, Spike Cannon (Normal) ... Level 44, Hydro Pump (Water) ... Level 49  
 Spotted  Caught

**139 Omastar** (Rock/Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Water Gun (Water) ... N/A, Withdraw (Water) ... N/A, Horn Attack (Normal) ... Level 34, Leer (Normal) ... Level 39, Spike Cannon (Normal) ... Level 44, Hydro Pump (Water) ... Level 49  
 Spotted  Caught

**140 Kabuto** (Rock/Water)  
**Found:** Cinnabar Island (need Dome Fossil)  
**Evolution:** Kabutoops (Level 40)  
**TMs:** 2, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Scratch (Normal) ... N/A, Harden (Normal) ... N/A, Absorb (Grass) ... Level 34, Slash (Normal) ... Level 39, Leer (Normal) ... Level 44, Hydro Pump (Water) ... Level 49  
 Spotted  Caught

**141 Karutops** (Rock/Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 2, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Scratch (Normal) ... N/A, Harden (Normal) ... N/A, Absorb (Grass) ... Level 38, Slash (Normal) ... Level 46, Leer (Normal) ... Level 43, Hydro Pump (Water) ... Level 53  
 Spotted  Caught

**142 Aerodactyl** (Rock/Flying)  
**Found:** Cinnabar Island (need Old Amber)  
**Evolution:** ...  
**TMs:** 2, 4, 6, 9, 10, 15, 20, 23, 31, 32, 33, 34, 38, 39, 43, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Wing Attack (Flying) ... N/A, Agility (Psychic) ... Level 33, Superionic (Normal) ... Level 38, Bite (Normal) ... Level 45, Take Down (Normal) ... Level 54, Hyper Beam (Normal) ... Level 54  
 Spotted  Caught

**143 Snorlax** (Normal)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 24, 25, 26, 27, 29, 31, 32, 33, 34, 35, 36, 38, 40, 44, 46, 48, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Head Butt (Normal) ... N/A, Amnesia (Psychic) ... N/A, Rest (Psychic) ... Level 51, Body Slam (Normal) ... Level 35, Harden (Normal) ... Level 41, Double-Edge (Normal) ... Level 48, Hyper Beam (Normal) ... Level 56  
 Spotted  Caught

**144 Articuno** (Ice/Flying)  
**Found:** Seafoam Island  
**Evolution:** ...  
**TMs:** 2, 4, 6, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 33, 34, 39, 43, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Peck (Flying) ... N/A, Ice Beam (Ice) ... Level 55, Blizzard (Ice) ... Level 51, Agility (Psychic) ... Level 60, Mist (Ice) ... Level 60  
 Spotted  Caught

**000 Blastoise** (Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 26, 27, 28, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Tail Whip (Normal) ... N/A, Bubble (Water) ... N/A, Water Gun (Water) ... N/A, Bite (Normal) ... Level 24, Leer (Normal) ... Level 33, Flamethrower (Fire) ... Level 42, Fire Spin (Fire) ... Level 56  
 Spotted  Caught

**010 Caterpie** (Bug)  
**Found:** Viridian Forest  
**Evolution:** Metapod (Level 7)  
**TMs:** ...  
**HMs:** ...  
**Abilities:** Tackle (Normal) ... N/A, String Shot (Bug) ... N/A, Harden (Normal) ... Level 7  
 Spotted  Caught

**011 Metapod** (Bug)  
**Found:** Viridian Forest  
**Evolution:** Butterfree (Level 10)  
**TMs:** ...  
**HMs:** ...  
**Abilities:** Tackle (Normal) ... N/A, String Shot (Bug) ... N/A, Harden (Normal) ... Level 7  
 Spotted  Caught

**012 Butterfree** (Bug/Flying)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 2, 4, 6, 9, 10, 15, 20, 21, 22, 29, 30, 31, 32, 33, 34, 39, 44, 46, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** String Shot (Bug) ... N/A, Harden (Normal) ... Level 10, Confusion (Psychic) ... Level 13, Poison Powder (Poison) ... Level 14, Stun Spore (Grass) ... Level 15, Sleep Powder (Grass) ... Level 18, Superionic (Normal) ... Level 23, Whirlwind (Normal) ... Level 28, Gust (Normal) ... Level 28, Psybeam (Psychic) ... Level 34  
 Spotted  Caught

**006 Wartortle** (Water)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 28, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Tail Whip (Normal) ... N/A, Bubble (Water) ... N/A, Water Gun (Water) ... N/A, Bite (Normal) ... Level 24, Leer (Normal) ... Level 31, Withdraw (Water) ... Level 39, Skull Bash (Normal) ... Level 47, Hydro Pump (Water) ... Level 47  
 Spotted  Caught

**007 Squirtle** (Water)  
**Found:** Vermilion City  
**Evolution:** Wartortle (Level 16)  
**TMs:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 28, 31, 32, 33, 34, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Tail Whip (Normal) ... N/A, Bubble (Water) ... N/A, Water Gun (Water) ... Level 15, Bite (Normal) ... Level 22, Leer (Normal) ... Level 25, Withdraw (Water) ... Level 38, Skull Bash (Normal) ... Level 35, Flamethrower (Fire) ... Level 46, Fire Spin (Fire) ... Level 42  
 Spotted  Caught

**008 Charizard** (Fire)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 1, 3, 5, 6, 8, 9, 10, 17, 18, 19, 20, 23, 26, 27, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Scratch (Normal) ... N/A, Growl (Normal) ... N/A, Ember (Fire) ... N/A, Leer (Normal) ... N/A, Rage (Normal) ... Level 24, Slash (Normal) ... Level 33, Flamethrower (Fire) ... Level 46, Fire Spin (Fire) ... Level 55  
 Spotted  Caught

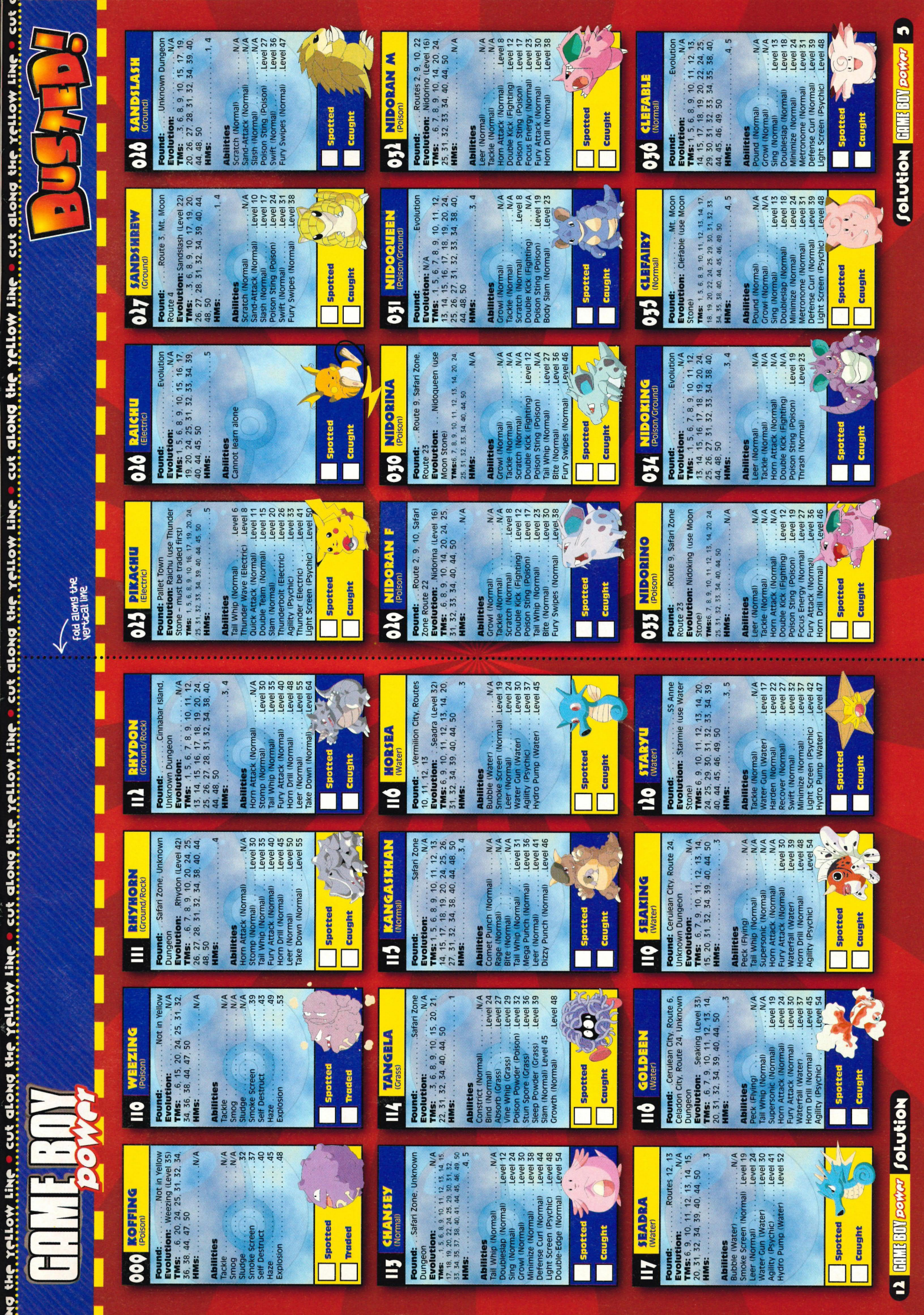
**004 Charmander** (Fire)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 1, 3, 5, 6, 8, 9, 10, 17, 18, 19, 20, 23, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Scratch (Normal) ... N/A, Growl (Normal) ... N/A, Leech Seed (Grass) ... N/A, Ember (Fire) ... N/A, Leer (Normal) ... Level 15, Rage (Normal) ... Level 22, Slash (Normal) ... Level 30, Flamethrower (Fire) ... Level 38, Fire Spin (Fire) ... Level 46  
 Spotted  Caught

**003 Venusaur** (Grass/Poison)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 3, 6, 8, 9, 10, 15, 20, 21, 22, 31, 32, 33, 34, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Growl (Normal) ... N/A, Leech Seed (Grass) ... N/A, Vine Whip (Grass) ... N/A, Poison Powder (Poison) ... Level 22, Razor Leaf (Grass) ... Level 30, Growth (Normal) ... Level 38, Sleep Powder (Grass) ... Level 46, Solar Beam (Grass) ... Level 55  
 Spotted  Caught

**002 Ivysaur** (Grass/Poison)  
**Found:** ...  
**Evolution:** ...  
**TMs:** 3, 6, 8, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Growl (Normal) ... N/A, Leech Seed (Grass) ... N/A, Vine Whip (Grass) ... N/A, Poison Powder (Poison) ... Level 13, Razor Leaf (Grass) ... Level 27, Growth (Normal) ... Level 30, Sleep Powder (Grass) ... Level 46, Solar Beam (Grass) ... Level 54  
 Spotted  Caught

**001 Bulbasaur** (Grass/Poison)  
**Found:** Celadon City  
**Evolution:** Ivysaur (Level 16)  
**TMs:** 3, 6, 8, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50  
**HMs:** 1, 2, 3, 4, 5  
**Abilities:** Tackle (Normal) ... N/A, Growl (Normal) ... N/A, Leech Seed (Grass) ... N/A, Vine Whip (Grass) ... Level 10, Poison Powder (Poison) ... Level 20, Razor Leaf (Grass) ... Level 27, Growth (Normal) ... Level 30, Sleep Powder (Grass) ... Level 41, Solar Beam (Grass) ... Level 48  
 Spotted  Caught






fold along the vertical line

**009 KOFFING** (Poison)  
**Found:** Not in Yellow  
**Evolution:** Weezing (Level 35)  
**TMS:** 6, 20, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50  
**HMS:** N/A  
**Abilities:** Tackle, Smog, Sludge, Smoke Screen, Self Destruct, Haze, Explosion  
 Spotted  Traded



**110 WEEZING** (Poison)  
**Found:** Not in Yellow  
**Evolution:** Koffing (Level 35)  
**TMS:** 6, 15, 20, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50  
**HMS:** N/A  
**Abilities:** Tackle, Smog, Sludge, Smoke Screen, Self Destruct, Haze, Explosion  
 Spotted  Traded



**111 RHYHORN** (Ground/Rock)  
**Found:** Safari Zone, Unknown Dungeon  
**Evolution:** Rhydon (Level 42)  
**TMS:** 6, 7, 8, 9, 10, 20, 24, 25, 26, 27, 28, 31, 32, 34, 38, 40, 44, 48, 50  
**HMS:** 4  
**Abilities:** Horn Attack (Normal), Stomp (Normal), Tail Whip (Normal), Fury Attack (Normal), Horn Drill (Normal), Leer (Normal), Take Down (Normal)  
 Spotted  Caught




**112 RHYDON** (Ground/Rock)  
**Found:** Cinnabar Island, Unknown Dungeon  
**Evolution:** Rhyhorn (Level 42)  
**TMS:** 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 28, 31, 32, 34, 38, 40, 44, 48, 50  
**HMS:** 3, 4  
**Abilities:** Horn Attack (Normal), Stomp (Normal), Tail Whip (Normal), Fury Attack (Normal), Horn Drill (Normal), Leer (Normal), Take Down (Normal)  
 Spotted  Caught




**013 PIKACHU** (Electric)  
**Found:** Pallet Town  
**Evolution:** Raichu (use Thunder Stone - must be traded first)  
**TMS:** 1, 5, 6, 8, 9, 10, 16, 17, 19, 20, 24, 25, 31, 32, 33, 34, 39, 40, 44, 45, 50  
**HMS:** 5  
**Abilities:** Tail Whip (Normal), Thunder Wave (Electric), Double Kick (Normal), Double Team (Normal), Stun Spore (Normal), Thunderbolt (Electric), Agility (Psychic), Thunder (Electric), Light Screen (Psychic)  
 Spotted  Caught




**016 RAICHU** (Electric)  
**Found:** Evolution  
**Evolution:** Pikachu (Level 22)  
**TMS:** 5, 6, 8, 9, 10, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 28, 31, 32, 33, 34, 39, 40, 44, 45, 50  
**HMS:** 5  
**Abilities:** Cannot learn alone  
 Spotted  Caught



**017 SANDSHREW** (Ground)  
**Found:** Route 4  
**Evolution:** Sandslash (Level 22)  
**TMS:** 3, 6, 8, 9, 10, 17, 19, 20, 24, 25, 26, 27, 28, 31, 32, 34, 39, 40, 44, 48, 50  
**HMS:** 1, 4  
**Abilities:** Scratch (Normal), Sand-Attack (Normal), Sandstorm (Normal), Poison Sting (Poison), Swift (Normal), Fury Swipes (Normal)  
 Spotted  Caught



**016 SANDSLASH** (Ground)  
**Found:** Unknown Dungeon  
**Evolution:** Sandshrew (Level 22)  
**TMS:** 3, 6, 8, 9, 10, 15, 17, 19, 20, 24, 25, 26, 27, 28, 31, 32, 34, 39, 40, 44, 48, 50  
**HMS:** 1, 4  
**Abilities:** Scratch (Normal), Sand-Attack (Normal), Sandstorm (Normal), Poison Sting (Poison), Swift (Normal), Fury Swipes (Normal)  
 Spotted  Caught




**113 CHANSEY** (Normal)  
**Found:** Safari Zone, Unknown Dungeon  
**Evolution:** N/A  
**TMS:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 37, 38, 40, 41, 44, 45, 46, 49, 50  
**HMS:** 4, 5  
**Abilities:** Tail Whip (Normal), Double Slap (Normal), Sing (Normal), Growl (Normal), Minimize (Normal), Self Destruct, Defense Curl (Normal), Light Screen (Psychic), Double Edge (Normal)  
 Spotted  Caught




**114 TANGELA** (Grass)  
**Found:** Safari Zone  
**Evolution:** N/A  
**TMS:** 3, 6, 8, 9, 10, 15, 20, 21, 22, 31, 32, 34, 40, 44, 50  
**HMS:** 1  
**Abilities:** Constrict (Normal), Bind (Normal), Vine Whip (Grass), Poison Powder (Poison), Stun Spore (Grass), Sleep Powder (Grass), Slam (Normal), Growth (Normal)  
 Spotted  Caught



**115 KANGASKHAN** (Normal)  
**Found:** Safari Zone  
**Evolution:** N/A  
**TMS:** 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 34, 38, 40, 44, 48, 50  
**HMS:** 3, 4  
**Abilities:** Comet Punch (Normal), Rage (Normal), Bite (Normal), Tail Whip (Normal), Mega Punch (Normal), Leer (Normal), Dizzy Punch (Normal)  
 Spotted  Caught



**116 HORSEA** (Water)  
**Found:** Vermilion City, Routes 10, 11, 12, 13  
**Evolution:** Seadra (Level 32)  
**TMS:** 6, 8, 9, 10, 11, 12, 13, 14, 20, 21, 32, 34, 39, 40, 44, 50  
**HMS:** 3  
**Abilities:** Bubble (Water), Smoke Screen (Normal), Leer (Normal), Water Gun (Water), Agility (Psychic), Hydro Pump (Water)  
 Spotted  Caught



**010 NIDORAN F** (Poison)  
**Found:** Route 2, 9, 10, Safari Zone, Route 23  
**Evolution:** Nidorina (Level 16)  
**TMS:** 6, 8, 9, 10, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50  
**HMS:** N/A  
**Abilities:** Growl (Normal), Tackle (Normal), Scratch (Normal), Double Kick (Fighting), Poison Sting (Poison), Tail Whip (Normal), Bite (Normal), Fury Swipes (Normal)  
 Spotted  Caught



**030 NIDORINA** (Poison)  
**Found:** Route 9, Safari Zone, Route 23  
**Evolution:** Nidoran F (Level 16)  
**TMS:** 7, 8, 9, 10, 11, 12, 13, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50  
**HMS:** N/A  
**Abilities:** Growl (Normal), Tackle (Normal), Scratch (Normal), Double Kick (Fighting), Poison Sting (Poison), Tail Whip (Normal), Bite (Normal), Fury Swipes (Normal)  
 Spotted  Caught




**031 NIDOQUEEN** (Poison/Ground)  
**Found:** Evolution  
**Evolution:** N/A  
**TMS:** 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 33, 34, 38, 40, 44, 48, 50  
**HMS:** 3, 4  
**Abilities:** Growl (Normal), Tackle (Normal), Scratch (Normal), Double Kick (Fighting), Poison Sting (Poison), Body Slam (Normal)  
 Spotted  Caught




**031 NIDORAN M** (Poison)  
**Found:** Routes 2, 9, 10, 22  
**Evolution:** Nidorino (Level 16)  
**TMS:** 6, 7, 8, 9, 10, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50  
**HMS:** N/A  
**Abilities:** Leer (Normal), Tackle (Normal), Horn Attack (Normal), Double Kick (Fighting), Poison Sting (Poison), Focus Energy (Normal), Fury Attack (Normal), Horn Drill (Normal)  
 Spotted  Caught



**117 SEADRA** (Water)  
**Found:** Routes 12, 13  
**Evolution:** N/A  
**TMS:** 6, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 34, 39, 40, 44, 50  
**HMS:** 3  
**Abilities:** Bubble (Water), Smoke Screen (Normal), Leer (Normal), Water Gun (Water), Agility (Psychic), Hydro Pump (Water)  
 Spotted  Caught



**110 GOLDHEN** (Water)  
**Found:** Cerulean City, Route 6, Celdan City, Route 24, Unknown Dungeon  
**Evolution:** N/A  
**TMS:** 6, 7, 9, 10, 11, 12, 13, 14, 20, 31, 32, 34, 39, 40, 44, 50  
**HMS:** 3  
**Abilities:** Peck (Flying), Tail Whip (Normal), Supersonic (Normal), Fury Attack (Normal), Waterfall (Water), Horn Drill (Normal), Agility (Psychic)  
 Spotted  Caught



**110 SEAKING** (Water)  
**Found:** Cerulean City, Route 24, Unknown Dungeon  
**Evolution:** N/A  
**TMS:** 6, 7, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 34, 39, 40, 44, 50  
**HMS:** 3  
**Abilities:** Peck (Flying), Tail Whip (Normal), Supersonic (Normal), Fury Attack (Normal), Waterfall (Water), Horn Drill (Normal), Agility (Psychic)  
 Spotted  Caught



**110 STARYU** (Water)  
**Found:** SS Anne  
**Evolution:** Staryie (use Water Stone)  
**TMS:** 6, 9, 10, 11, 12, 13, 14, 20, 24, 25, 29, 30, 31, 32, 33, 34, 39, 40, 44, 45, 46, 49, 50  
**HMS:** 3, 5  
**Abilities:** Tackle (Normal), Water Gun (Water), Recover (Normal), Poison Sting (Poison), Minimize (Normal), Light Screen (Psychic), Hydro Pump (Water)  
 Spotted  Caught



**033 NIDORINO** (Poison)  
**Found:** Route 9, Safari Zone, Route 23  
**Evolution:** Nidoran F (Level 16)  
**TMS:** 7, 8, 9, 10, 11, 12, 13, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50  
**HMS:** N/A  
**Abilities:** Leer (Normal), Tackle (Normal), Horn Attack (Normal), Double Kick (Fighting), Poison Sting (Poison), Focus Energy (Normal), Fury Attack (Normal), Horn Drill (Normal)  
 Spotted  Caught



**034 NIDOKING** (Poison/Ground)  
**Found:** Evolution  
**Evolution:** Nidorino (Level 16)  
**TMS:** 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 33, 34, 38, 40, 44, 48, 50  
**HMS:** 3, 4  
**Abilities:** Leer (Normal), Tackle (Normal), Horn Attack (Normal), Double Kick (Fighting), Poison Sting (Poison), Thrash (Normal)  
 Spotted  Caught



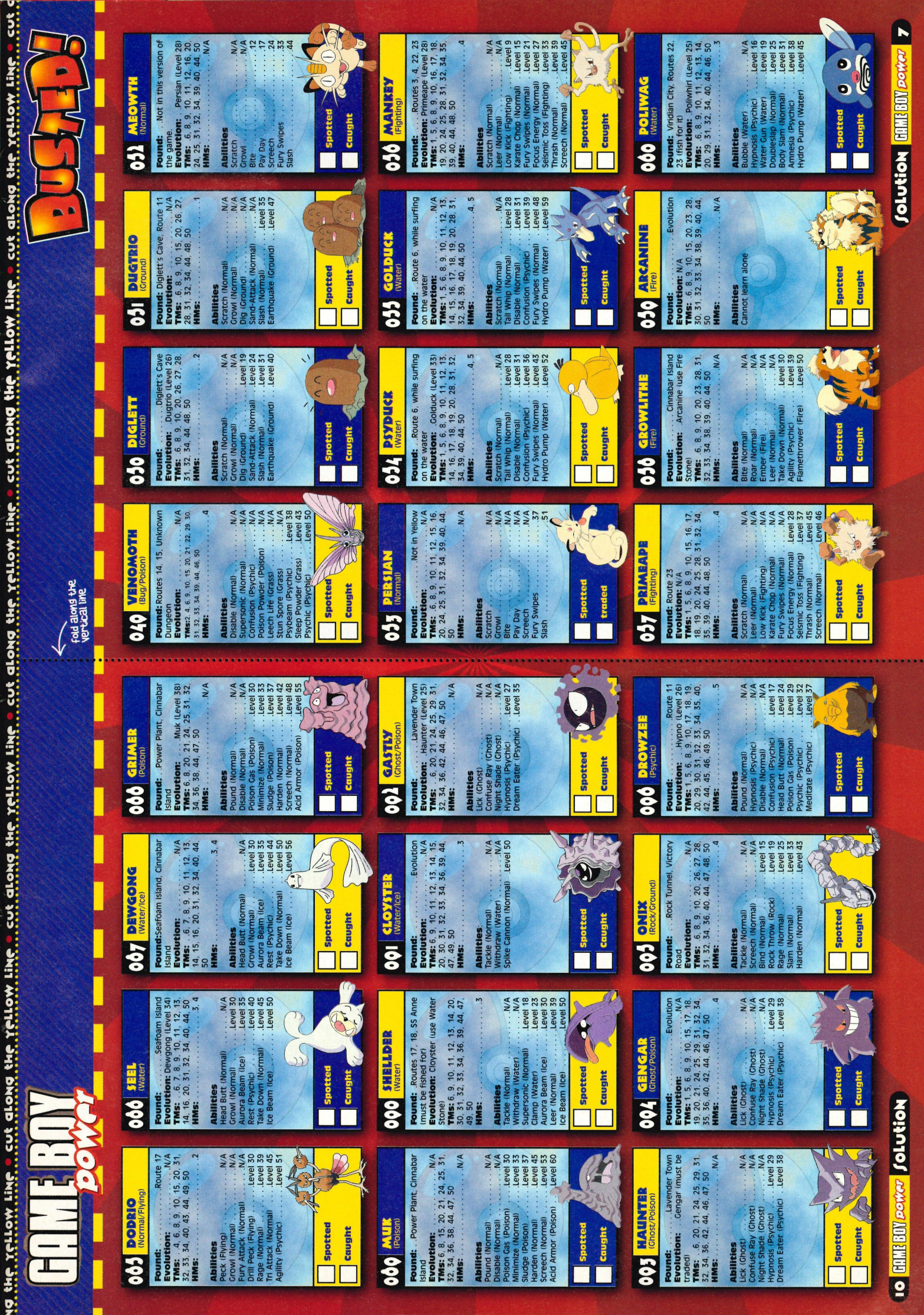
**033 CLEFAIRY** (Normal)  
**Found:** Mt. Moon  
**Evolution:** Clefable (use Moon Stone)  
**TMS:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 38, 40, 44, 45, 46, 49, 50  
**HMS:** 4, 5  
**Abilities:** Pound (Normal), Growl (Normal), Sing (Normal), Double Slap (Normal), Minimize (Normal), Metronome (Normal), Defense Curl (Normal), Light Screen (Psychic)  
 Spotted  Caught



**030 CLEFABLE** (Normal)  
**Found:** Evolution  
**Evolution:** Clefairy (use Moon Stone)  
**TMS:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 38, 40, 44, 45, 46, 49, 50  
**HMS:** 4, 5  
**Abilities:** Pound (Normal), Growl (Normal), Sing (Normal), Double Slap (Normal), Minimize (Normal), Metronome (Normal), Defense Curl (Normal), Light Screen (Psychic)  
 Spotted  Caught







**003 DODRIO** (Normal/Flying)  
**Found:** ...Route 17  
**Evolution:** ...N/A  
**TMS:** 4, 6, 8, 9, 10, 15, 20, 31, 32, 33, 34, 40, 43, 44, 49, 50  
**HMS:** ...2  
**Abilities:** peck (Flying) ...N/A, Growl (Normal) ...N/A, Fury Attack (Normal) ...Level 30, Drill Peck (Flying) ...Level 40, Rage (Normal) ...Level 39, Tri Attack (Normal) ...Level 45, Agility (Psychic) ...Level 51  
 Spotted  Caught

**006 SEEL** (Water)  
**Found:** ...Seafoam Island  
**Evolution:** Dewong (Level 34)  
**TMS:** 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 20, 31, 32, 34, 40, 44, 50  
**HMS:** ...3, 4  
**Abilities:** Head Butt (Normal) ...N/A, Growl (Normal) ...Level 30, Aurora Beam (Ice) ...Level 35, Rest (Psychic) ...Level 40, Take Down (Normal) ...Level 45, Ice Beam (Ice) ...Level 50  
 Spotted  Caught

**007 DEWGONG** (Water/Ice)  
**Found:** ...Seafoam Island, Cinnabar Island  
**Evolution:** ...N/A  
**TMS:** 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 20, 31, 32, 34, 40, 44, 50  
**HMS:** ...3, 4  
**Abilities:** Head Butt (Normal) ...N/A, Growl (Normal) ...Level 30, Aurora Beam (Ice) ...Level 35, Rest (Psychic) ...Level 40, Take Down (Normal) ...Level 45, Ice Beam (Ice) ...Level 56  
 Spotted  Caught

**000 GRIMER** (Poison)  
**Found:** ...Power Plant, Cinnabar Island  
**Evolution:** Muk (Level 38)  
**TMS:** 6, 8, 20, 21, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50  
**HMS:** ...N/A  
**Abilities:** Disable (Normal) ...N/A, Poison Gas (Poison) ...Level 30, Minimize (Normal) ...Level 33, Sludge (Poison) ...Level 37, Harden (Normal) ...Level 42, Screech (Normal) ...Level 48, Acid Armor (Poison) ...Level 55  
 Spotted  Caught

**049 VENOMOTH** (Bug/Poison)  
**Found:** ...Routes 14, 15, Unknown Dungeon  
**Evolution:** Dugtrio (Level 26)  
**TMS:** 2, 4, 6, 8, 9, 10, 15, 20, 21, 22, 23, 30, 31, 32, 33, 34, 39, 44, 46, 50  
**HMS:** ...4  
**Abilities:** Disable (Normal) ...N/A, Supersonic (Normal) ...N/A, Confusion (Psychic) ...Level 19, Poison Powder (Poison) ...Level 24, Stun Spore (Grass) ...Level 31, Sleep Powder (Grass) ...Level 40, Psychic (Psychic) ...Level 43, Level 50  
 Spotted  Caught

**050 DIGLETT** (Ground)  
**Found:** ...Diglett's Cave  
**Evolution:** Dugtrio (Level 26)  
**TMS:** 6, 8, 9, 10, 20, 26, 27, 28, 31, 32, 34, 44, 48, 50  
**HMS:** ...2  
**Abilities:** Scratch (Normal) ...N/A, Growl (Normal) ...N/A, Dig (Ground) ...Level 19, Sand-Attack (Normal) ...Level 24, Slash (Normal) ...Level 31, Earthquake (Ground) ...Level 40  
 Spotted  Caught

**051 DUGTRIO** (Ground)  
**Found:** ...Diglett's Cave, Route 11  
**Evolution:** ...N/A  
**TMS:** 6, 8, 9, 10, 15, 20, 26, 27, 28, 31, 32, 34, 44, 48, 50  
**HMS:** ...1  
**Abilities:** Scratch (Normal) ...N/A, Growl (Normal) ...N/A, Dig (Ground) ...Level 19, Sand-Attack (Normal) ...Level 24, Slash (Normal) ...Level 31, Earthquake (Ground) ...Level 47  
 Spotted  Caught

**052 MEOWTH** (Normal)  
**Found:** ...Not in this version of the game  
**Evolution:** Persian (Level 28)  
**TMS:** 6, 8, 9, 10, 11, 12, 16, 20, 24, 25, 31, 32, 34, 39, 40, 44, 50  
**HMS:** ...N/A  
**Abilities:** Scratch (Normal) ...N/A, Growl (Normal) ...N/A, Bite ...Level 17, Pay Day ...Level 24, Screech ...Level 33, Fury Swipes ...Level 44  
 Spotted  Caught

**000 MUK** (Poison)  
**Found:** ...Power Plant, Cinnabar Island  
**Evolution:** ...N/A  
**TMS:** 6, 8, 15, 20, 21, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50  
**HMS:** ...N/A  
**Abilities:** Pound (Normal) ...N/A, Disable (Normal) ...Level 30, Poison Gas (Poison) ...Level 33, Minimize (Normal) ...Level 37, Sludge (Poison) ...Level 45, Harden (Normal) ...Level 53, Screech (Normal) ...Level 39, Acid Armor (Poison) ...Level 60  
 Spotted  Caught

**000 SHELLDER** (Water)  
**Found:** ...Routes 17, 18, SS Anne (must be fished for)  
**Evolution:** Cloyster (use Water Stone)  
**TMS:** 6, 9, 10, 11, 12, 13, 14, 20, 30, 31, 32, 33, 34, 36, 39, 44, 47, 49, 50  
**HMS:** ...3  
**Abilities:** Tackle (Normal) ...N/A, Withdraw (Water) ...Level 50, Spike Cannon (Normal) ...Level 35  
 Spotted  Caught

**001 CLOYSTER** (Water/Ice)  
**Found:** ...Evolution  
**Evolution:** ...N/A  
**TMS:** 6, 9, 10, 11, 12, 13, 14, 15, 20, 30, 31, 32, 33, 34, 36, 39, 44, 47, 49, 50  
**HMS:** ...3  
**Abilities:** Tackle (Normal) ...N/A, Withdraw (Water) ...Level 50, Spike Cannon (Normal) ...Level 35  
 Spotted  Caught

**002 GASTLY** (Ghost/Poison)  
**Found:** ...Lavender Town  
**Evolution:** Haunter (Level 25)  
**TMS:** 6, 20, 21, 24, 25, 29, 31, 32, 34, 36, 42, 44, 46, 47, 50  
**HMS:** ...N/A  
**Abilities:** Lick (Ghost) ...N/A, Confuse Ray (Ghost) ...Level 27, Night Shade (Ghost) ...Level 35, Hypnosis (Psychic) ...Level 37, Dream Eater (Psychic) ...Level 51  
 Spotted  Caught

**053 PERSIAN** (Normal)  
**Found:** ...Not in Yellow  
**Evolution:** ...N/A  
**TMS:** 6, 8, 9, 10, 11, 12, 15, 16, 20, 24, 25, 31, 32, 34, 39, 40, 44, 50  
**HMS:** ...N/A  
**Abilities:** Scratch (Normal) ...N/A, Growl (Normal) ...N/A, Bite ...Level 28, Pay Day ...Level 31, Screech ...Level 37, Fury Swipes ...Level 51  
 Spotted  Caught

**054 PSYDUCK** (Water)  
**Found:** ...Route 6, while surfing on the water  
**Evolution:** Golduck (Level 33)  
**TMS:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 28, 31, 34, 39, 40, 44, 50  
**HMS:** ...4, 5  
**Abilities:** Scratch (Normal) ...N/A, Tail Whip (Normal) ...Level 28, Disable (Normal) ...Level 31, Confusion (Psychic) ...Level 39, Fury Swipes (Normal) ...Level 48, Hydro Pump (Water) ...Level 52  
 Spotted  Caught

**055 GOLDUCK** (Water)  
**Found:** ...Route 6, while surfing on the water  
**Evolution:** ...N/A  
**TMS:** 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 28, 31, 32, 34, 39, 40, 44, 50  
**HMS:** ...4, 5  
**Abilities:** Scratch (Normal) ...N/A, Tail Whip (Normal) ...Level 28, Disable (Normal) ...Level 31, Confusion (Psychic) ...Level 39, Fury Swipes (Normal) ...Level 48, Hydro Pump (Water) ...Level 59  
 Spotted  Caught

**056 MANKEY** (Fighting)  
**Found:** ...Routes 3, 4, 22, 23  
**Evolution:** Primeape (Level 28)  
**TMS:** 3, 5, 9, 13, 16, 17, 28, 19, 20, 24, 25, 28, 31, 32, 34, 35, 39, 40, 44, 48, 50  
**HMS:** ...4  
**Abilities:** Scratch (Normal) ...N/A, Leer (Kick) (Fighting) ...Level 9, Low Kick (Fighting) ...Level 15, Karate Chop (Normal) ...Level 21, Fury Swipes (Normal) ...Level 27, Focus Energy (Normal) ...Level 33, Seismic Toss (Fighting) ...Level 39, Thrash (Normal) ...Level 45, Screech (Normal) ...Level 45  
 Spotted  Caught

**005 HAUNTER** (Ghost/Poison)  
**Found:** ...Lavender Town (traded)  
**Evolution:** Gengar (must be traded)  
**TMS:** 6, 20, 21, 24, 25, 29, 31, 32, 34, 36, 42, 44, 46, 47, 50  
**HMS:** ...N/A  
**Abilities:** Lick (Ghost) ...N/A, Confuse Ray (Ghost) ...Level 29, Night Shade (Ghost) ...Level 38, Hypnosis (Psychic) ...Level 29, Dream Eater (Psychic) ...Level 38  
 Spotted  Caught

**004 GENGAR** (Ghost/Poison)  
**Found:** ...Evolution  
**Evolution:** ...N/A  
**TMS:** 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 21, 24, 25, 29, 31, 32, 34, 35, 36, 40, 42, 44, 46, 47, 50  
**HMS:** ...4  
**Abilities:** Lick (Ghost) ...N/A, Confuse Ray (Ghost) ...Level 29, Night Shade (Ghost) ...Level 38, Dream Eater (Psychic) ...Level 38, Harden (Normal) ...Level 43  
 Spotted  Caught

**005 ONIX** (Rock/Ground)  
**Found:** ...Rock Tunnel, Victory Road  
**Evolution:** ...N/A  
**TMS:** 6, 8, 9, 10, 20, 26, 27, 28, 31, 32, 34, 36, 40, 44, 47, 48, 50  
**HMS:** ...4  
**Abilities:** Tackle (Normal) ...N/A, Screech (Normal) ...Level 15, Bind (Normal) ...Level 19, Rage (Rock) ...Level 25, Slam (Normal) ...Level 33, Harden (Normal) ...Level 43  
 Spotted  Caught

**006 DROWZEE** (Psychic)  
**Found:** ...Route 11  
**Evolution:** Hypno (Level 26)  
**TMS:** 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 29, 30, 31, 32, 34, 35, 40, 42, 44, 45, 46, 49, 50  
**HMS:** ...5  
**Abilities:** Pound (Normal) ...N/A, Hypnosis (Psychic) ...N/A, Disable (Normal) ...Level 17, Confusion (Psychic) ...Level 29, Head Butt (Normal) ...Level 29, Poison Gas (Poison) ...Level 32, Psychic (Psychic) ...Level 37, Meditate (Psychic) ...Level 46  
 Spotted  Caught

**057 PRIMEAPE** (Fighting)  
**Found:** ...Routes 23  
**Evolution:** ...N/A  
**TMS:** 1, 5, 6, 8, 9, 10, 15, 16, 17, 18, 19, 20, 24, 25, 28, 31, 32, 34, 35, 39, 40, 44, 48, 50  
**HMS:** ...4  
**Abilities:** Scratch (Normal) ...N/A, Leer (Normal) ...N/A, Low Kick (Fighting) ...N/A, Karate Chop (Normal) ...Level 28, Focus Energy (Normal) ...Level 37, Seismic Toss (Fighting) ...Level 45, Thrash (Normal) ...Level 45, Screech (Normal) ...Level 46  
 Spotted  Caught

**056 GROWLITHE** (Fire)  
**Found:** ...Cinnabar Island  
**Evolution:** Arcanine (use Fire Stone)  
**TMS:** 6, 8, 9, 10, 20, 23, 28, 31, 32, 35, 34, 38, 39, 40, 44, 50  
**HMS:** ...N/A  
**Abilities:** Bite (Normal) ...N/A, Roar (Normal) ...N/A, Ember (Fire) ...N/A, Leer (Normal) ...Level 30, Take Down (Normal) ...Level 39, Agility (Psychic) ...Level 39, Flamethrower (Fire) ...Level 50  
 Spotted  Caught

**059 ARCANINE** (Fire)  
**Found:** ...Evolution  
**Evolution:** ...N/A  
**TMS:** 6, 8, 9, 10, 15, 20, 23, 28, 30, 31, 32, 35, 34, 38, 39, 40, 44, 50  
**HMS:** ...N/A  
**Abilities:** Cannot learn alone  
 Spotted  Caught

**000 POLIWAG** (Water)  
**Found:** ...Viridian City, Routes 22, 23 (fish for it)  
**Evolution:** Polwhirl (Level 25)  
**TMS:** 6, 8, 9, 10, 11, 12, 15, 14, 20, 29, 31, 32, 34, 40, 44, 46, 50  
**HMS:** ...3  
**Abilities:** Bubble (Water) ...Level 16, Hydro Pump (Water) ...Level 19, Double Slap (Normal) ...Level 25, Body Slam (Normal) ...Level 31, Amnesia (Psychic) ...Level 38, Hydro Pump (Water) ...Level 45  
 Spotted  Caught





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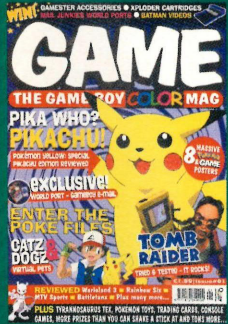
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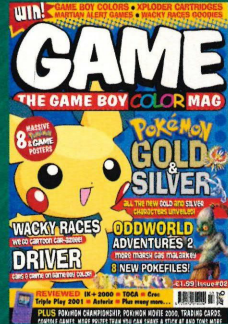
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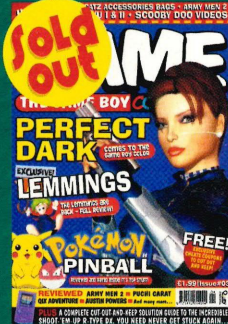
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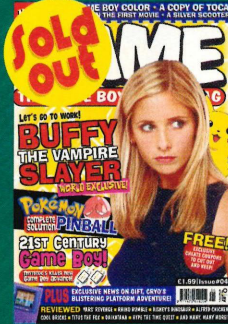
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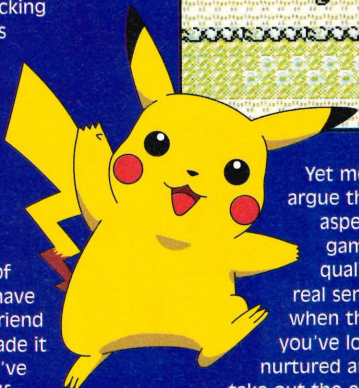
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# CLASSIC GAME REVISITED

## POKÉMON RED & BLUE

These aren't just games, they're legends! It's unbelievable how they've caught the gamers' imaginations and created a new phenomenon. But what makes them so popular? To be frank, there are as many answers to that question as there are Pokémon Masters. Some point to the collecting aspects of the game, seeking out that elusive

Pokémon and adding it to your Pokédex. There's nothing more satisfying than tracking down a mysterious monster that's eluded you for ages, finally trapping it in your Pokéball and adding it to your collection. Other Masters point to the swapping aspect of the game. If you have a Pokémon your friend hasn't, you can trade it for a monster you've yet to find yourself. Indeed, as some creatures can only be found in one cart or the other, this is essential if you're to get all 151 Pokémon.



Yet more Masters argue the fighting aspect is the game's chief quality. You get a real sense of pride when the Pokéteam you've lovingly nurtured and trained take out the enemy squad and win you a badge. It's a real tribute to your skills and genuine edge-of-your-seat stuff. Maybe they're all wrong and it's

the adventure aspect of the game that's the key to its success. Everyone loves those 'on safari' wildlife programmes where they go into the jungle and film the animals. *Pokémon Red/Blue* is like making your own, exploring the terrain, learning about the various Pokémon's habits in order to track them down. Whatever it is, there's one thing on which all Pokémon Masters agree. *Pokémon Red and Blue* are truly classic games.



NEXT ISSUE



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